THE GUIDE TO COMICS • 46

SELF-PUBLISHING COMICS LEARN HOW TO DO IT RIGHT

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STRANGERS IN A STRANGE LAND...

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CHRIS CLAREMONT. DWAYNE TURNER.
COMING TO THE DC UNIVERSE IN MAY.
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Volume 1
Number 46
JUNE 1995

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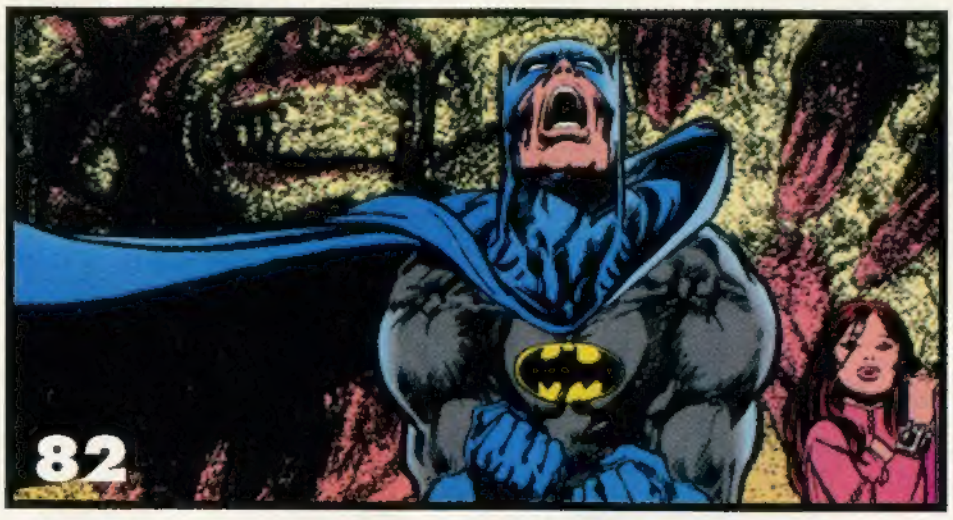

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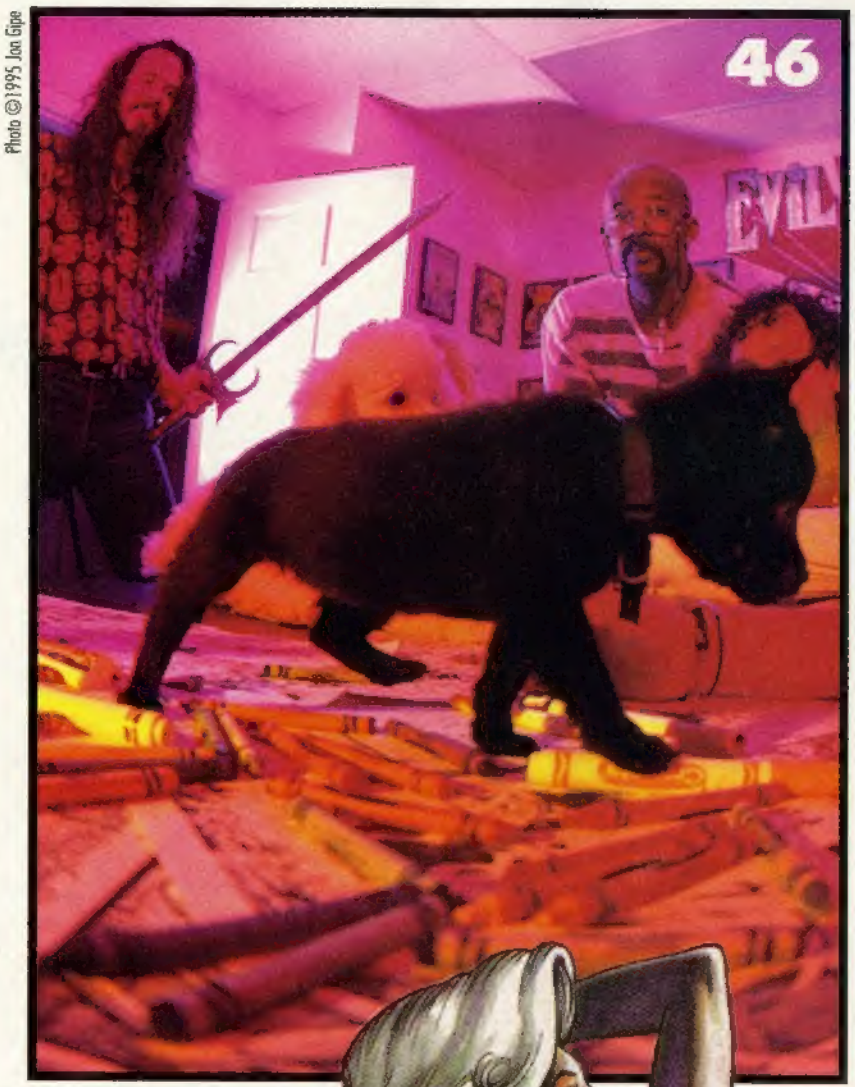

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WIN!

GET YOUR ART IN THE *LADY DEATH* LINGERIE SPECIAL!

If you think Kathy Ireland looks good in a swimsuit... dive into page 56 now! ™ & © Brian Pulido

from the top

WELCOME BACK!

Well, there's been lots of stuff happening in the comic book world these past few months, and there'll be lots more—stay tuned and I'll keep you posted.

The new Batman movie is coming out soon and we all know what that wave feels like. So make sure you check out all of our wacky Batman movie hype stuff.

We also have an interesting Vampirella novella which is done in a new format for our mini-comics, so I hope you enjoy the read.

And hey, check out *Wizard* on America Online starting in early summer under the blanket name of "Wizard World." We'll have some interesting features and a bunch of new material, including behind-the-scenes photos. If you're plugged into AOL, look us up.

Also, keep a lookout for *InQuest*, our new magazine on collectible card games. It's put together by some of the same crew as *Wizard*, so you just know it's going to have some of that *Wizard* charm. If you've ever played collectible card games (like *Magic: The Gathering*), or really want to learn, look for it.

Next month, one of my personal favorite artists does the cover, Simon Bisley. It's his first *Wizard* cover, but I know you'll love it, seeing as how it's arguably the best Judge Dredd cover Simon's ever done. Plus, you can win all sorts of neat autographed stuff by Sylvester Stallone in our big Dredd Contest. So be there.

See ya next month,

Gareb S. Shamus
The Big Cheese

masthead

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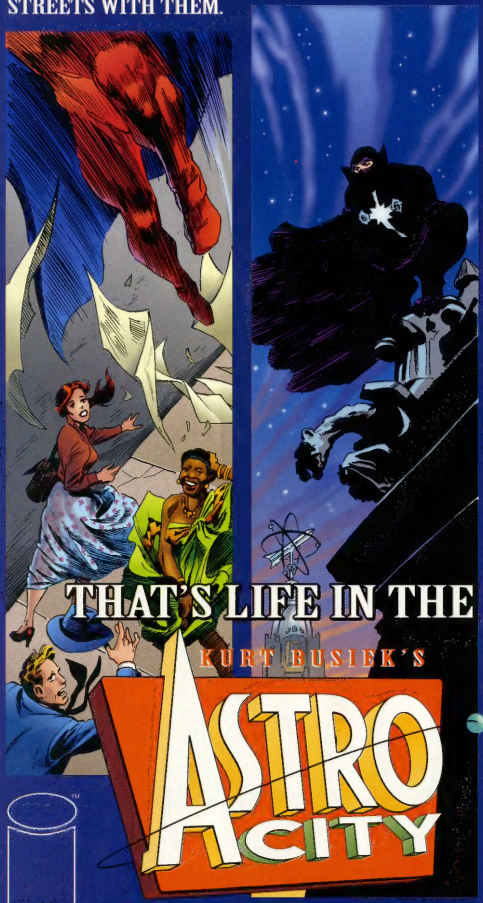
YESTERDAY, AN ALIEN INVASION WAS REBUFFED BY A SINGLE HUMAN CHAMPION. LAST NIGHT, A COMPLEX AND SINISTER CRIMINAL CONSPIRACY WAS SHATTERED BEYOND REPAIR. AND THIS AFTERNOON, TERRORISTS ATTACKED A TICKER-TAPE PARADE AND THE GUESTS OF HONOR MOPPED UP THE STREETS WITH THEM.



THAT'S LIFE IN THE BIG CITY.

KURT BUSIEK'S

ASTRO CITY

image

BY KURT BUSIEK, BRENT ANDERSON AND ALEX ROSS

A NEW LOOK AT SUPERHEROES FROM THE CREATORS OF MARVELS.

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AD DESIGN BY COMICRAFT

Magic Words

Alien Art Beats Pants Off of Local Variety

At the risk of starting yet another letters page controversy, let me explicitly state that which I believe to be true: No matter if it's Letter Art, The Drawing Board, or any other art contest, entries we get from foreign countries are just better than ones from the United States. It seems like when given the chance to draw comic art, American entrants will try to copy an existing piece they've seen on a cover or in an ad, while foreign entrants will come up with something original. Why? I have no clue. Are Americans lacking in creativity? I don't think so. Does it have something to do with the way drawing is taught in schools in the U.S. as opposed to elsewhere? Could be. Any opinions?

The big letter topic of the month? "The Age of Apocalypse" story that ran in the X-titles. Yeah, it may seem like old news now, but remember—these were letters mailed a couple months ago. At the time, "The Age" was just starting and everyone seemed pretty confused by it. I must have seen a hundred letters that asked how Wolverine lost his hand. Anyway, I think the overwhelming majority of letter writers who read "The Age of Apocalypse" wound up liking it.

We start this month with an unfortunate fool-and-his-money story...

Dear Wizard,

HELP! I used to order comics from a company called Kingpin Comics in Arizona. After I ordered from them for a while, one of their employees suggested I try a "managed account."

I'll explain how a managed account works. You invest your money in comics with a minimum of $150 at the beginning of each month. They then pick the comics they think will be worth the most money. You don't get to pick the comics but you can tell them which company to invest your money in.

My brother Matthew, my friend Sean, and I invested over $900. When they have chosen the comics, they send you a list of which comics they bought for you and how many of each they bought. They either send your comics to you or keep them in storage for a small monthly fee. I chose to keep them in their storage.

This is the problem: I got a call from Kingpin in July saying that they were downsizing and that they needed to ship our comics out to us. I gave them the information they needed and they said we should receive the comics in about three weeks. The books never showed up in July or August.

In September, I tried calling them but the phone just rang and rang with no answer. I called for several days. I tried their other phone number and I just got an answering machine. For two weeks I left messages. Finally they returned my call and said they were going out of business. An employee said he would call me back. He never called and the phone has since been disconnected.

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I'm out over $900 and don't know any way to contact them.

Brandon Branco
Ramona, CA

You're probably wazooed. Kingpin has filed Chapter 11 bankruptcy and is now out of business. Your best bet is to contact the Arizona state Attorney General's office and see if you have any legal recourse to recover your lost money.

And all the rest of you cats and kids out there should take this little story to heart. Chances are, if someone wants you to send them money so that they can buy something on your behalf, then won't let you choose what they buy with your money, then offer to not send you what they bought, it's probably a bad deal.

Dear Wizard,

Why doesn't Shaft have a string on his bow? I mean, how else can he shoot arrows?

Chris Kelley
Horseheads, NY

Shaft doesn't have a string on his bow because he really doesn't have a bow at all. What he's got is a "linear accelerator." This high-tech thingamabob creates a small circular field of gravity in which Shaft places a shaft. When he draws the arrow back, a "gravity well" propels the arrow forward. The rest, as they say, is history. Painful history, at that.

That having been said, we now bring you our next dream match-up...

Dear Wizard,

Who would win in a fight between Shaft (Richard Roundtree from the 1970s *Shaft* movies) and Shaft (Jeff Terrell from Youngblood)?

Sandy Anaokar
Indianapolis, IN

Hmmm. That's a tough one. But my vote goes to the Richard Roundtree Shaft. Don't get me wrong—Youngblood's Shaft is one tough cookie. But John Shaft has shown himself to be a real tough customer in no less than three *Shaft* movies and his alter ego, Richard Roundtree, showed some real athletic prowess in those *Battle of the Network Stars* TV competitions. Hey, remember that one where Gabe Kaplan beat Robert Conrad in the 100-yard dash tie-breaker to give ABC the victory over NBC? What a moment!

Dear Wizard,

I started reading comics in 1936 or '37. I stopped reading them somewhere in the late '40s and picked up the habit again in the late '80s. Since I've been thoroughly enjoying comics since the Golden Age, I thought I'd write this letter in hopes that you can supply answers to some questions.

Now I well understand that comics are to be read while taking a grain of salt, so to speak. When one reads comics, one must necessarily suspend a certain amount of logic and go with the flow. We are dealing with fiction, after all. Suspension of disbelief is necessary to enjoying a story. But I don't understand why it's necessary to use the entire contents of several dozen salt shakers just to read some of today's material. For example:

If today's so-called superbeings are actually so super, why do they require such huge weaponry to accomplish their deeds? It is totally unbelievable, even within the realm of comics, that any of the aforementioned superbeings could actually discharge some of these oversized gizmos that are hooked, hung, welded, or super-glued to their appendages without physical loss of same appendage.

And who decreed that all but DC superheroes must have blank-eyed Little Orphan Annie looks? The majority of the characters drawn today don't have pupils, at least whenever they put on a mask. And if they have no eyes, how do they see where they're going? Seems to me the bad guys, unless they're also drawn without eyes, would have a field day with the good guys.

And last but not least, why do most modern characters look alike, both facially and physically? Don't modern creators have enough imagination to create a distinct look in anything other than costumes? Even in the Golden Age, it took more than just a colorful costume to make a superbeing. Most of today's characters have such a lookalike appearance that if they exchanged costumes, the reader would never be able to tell who's who. The ladies all have queen-sized bazooms, wasp waists, and long slender legs. The men all have that Schwarzenegger look. Both men and women have blank-eyed expressions.

Well, that pretty much does it for comic hang-ups that I've developed over the past few years. If you can supply a few answers, I'd appreciate it.

G.L. Curry
Stockton, CA

Now before we dismiss all this as the lunatic ramblings of some cranky old guy who drives 45 miles per hour on the highway (which I would never do anyway, unless I happen to be in Florida, or, as the infamous Pete the Greek calls it, The Waiting Room for the Grim Reaper), let's keep in mind that these are rather common concerns that we hear about the state of today's comics. There really are a lot of silly things going on. Where do the eyes go when the masks go on? What do super-strong characters like Badrock or the Hulk need with guns? And apparently, it's not just me—you take away the costumes and pretty much all of today's characters look the same. Remember when Hawkeye and Captain America, who, facially, look similar, had different bodies in order to tell the two apart? Well, they don't anymore.

This letter shows an interesting perspective. Our buddy G.L. here has been reading comics over a span of 50 years, so it's safe to say that changes in comics are apparent to him. Heck, I'm only a comic book child of the '70s and differences between *Amazing Spider-Man* #150 and #350 are pretty apparent to me. Back in the '70s, things like Kung-Fu comics were all the rage and the characters spent more time on brooding and self-examination than blowing each other away.

Not so today, which brings us to the main point—in comics, as in anything, the old saying that "this too shall pass" always applies. What is fashionable today is garbage tomorrow. Don't like big guns and blank-eyed stares in your comics? Wait. This too shall pass. At various times, the TV show *Miami Vice*, Pet Rocks, the band Wham!, and even Richard Nixon have been fashionable. Just look where they are today.

'Course, when today's style of comics are out of fashion, that will leave a few of today's "big comic talents" out of a job. I can hardly wait. Heh, heh, heh.

Pen Pals

Want to get in touch with your fellow comic fans? Or want them to touch you? Send your name, address, age, gender, and three favorite titles to Pen Pals, c/o Wizard Press, at Magic Words's address on page 16. Hey, make a friend!

Gary Halpin
Age: 16 Sex: Male
9 Ballycaseymore Hill
Shannon Co-Clare,
Ireland
Likes: *X-Men, New Titans, Elementals*

Yamithliz Rivas
Age: 15 Sex: Female
Coop. Jdns. San Ignacio
Edif-A-Apt.-1001
Rio Piedras, PR 00927
Likes: *StormWatch, Star Wars: T. of the J., Robin*

Bruce Luther
Age: 29 Sex: Male
416 E. 9th St. Apt. A
New York, NY 10009
Likes: *Spawn, Marshal Law, Tales of the Beanworld*

Andrew Kim
Age: 7 Sex: Male
14319 Woodline Dr.
Houston, TX 77015
Likes: *Venom, X-Men, X-Force*

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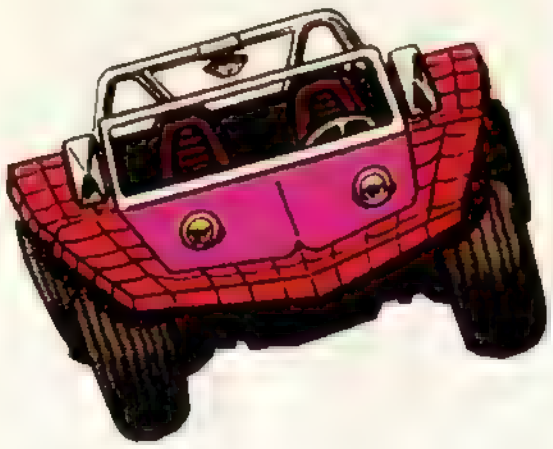

Dear Wizard,

I have a question about Spawn: Why doesn't he drive his Spawn-Mobile in the comics?

Jose Morales
Bronx, NY

Are you kiddin' me? Take my word for it as a comic book child of the '70s. Spider-Man used to drive the Spider-Mobile, and boy, did he look silly.

Dear Wizard,

Now that Todd Toys had done a Medieval Spawn action figure, are we going to see Safari Spawn, Malibu Spawn, or Astronaut Spawn?

Doug Sutherland and Andy Ryder
Salt Lake City, UT

I doubt it. But personally, I'd like to see a Bridal Spawn, Beach Blanket Summer Fun Spawn, and, of course, Spawn with the Kung Fu Grip.

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Dear Wizard,

I wanted to drop you a line and let you know that I love the "Casting Call" department that you've been running. But I have to say that in issue #42 when you casted John Cusack in the role of Peter Parker for a Spider-Man movie, you were off-base.

You need a more agile actor. I think you need to turn your heads to the World Wrestling Federation and look at Shawn Michaels. If he'd cut his hair, he'd be perfect. He does flips and moves around the ring very well. He has the upper body build and calves just like Spider-Man and he's used to wearing tights.

Earl Woodruff
Eufaula, OK

He has "calves just like Spider-Man"? Who notices Spider-Man's calves? Geez, looks like I've been missing out on the finer points of comics for quite a while now. And it looks like the wrestling people are getting even weirder. Someone alert Mad Dog Vachon.

Wizard,

This is the age of the information super-highway— technology at its peak! So why don't you folks at *Wizard* set up your own off-ramp on the info-highway? A site in the World Wide Web that can be accessed by thousands of comic book aficionados (and just plain curious folks, too) would be pretty darned nifty. DC Comics already has its mitts in America Online, so you wouldn't be alone as an online comic-related publisher. Many in the net-surfing populace are already into comics, as is proven by the fact that there are a lot of cool on-line sites out there devoted to the comic book world. I hope

Spidey Mobile & Spider-Man™ & © Marvel Entertainment Group.

you folks consider this and make the brave leap forward...the leap into the future!

Christopher N. Lao
New Haven, CT

What are you, a friggin' salesman? The last time someone gave me a "brave leap into the future" line, he was trying to sell me a Volvo.

But, hey—seems like a good idea to us. Those of you who are of the interfacing persuasion can now reach *Wizard Online* through America Online at WizardTGTC. You can now read *Wizard* stuff, download price guide crap, and even (hint, hint) send letters to Magic Words through the ether. Look me up and say, "Hi" while you're there. I'm the good-looking one.

Guys at Wizard,

Something caught my eye in issue #41 that I barely managed to keep contained. I thought, "OK, *Wizard* slipped, but I'll give them the benefit of the doubt. After all, those guys at *Wizard* are getting old and heavily-veined and they're probably a bunch of mouth-breathing Alzheimer's cases anyhow." But then I opened issue #42 and saw it for the second month in a row. Now I'm steamed!

You guys actually gave a price guide value for a COUNTERFEIT comic? Get real! What the hell are you guys using for creamer since the Coffee-Mate ran out? Ground-up erasers? Fairy dust? Or something that props up at least a half-dozen South American economies? Read my lips, boys and girls: Counterfeit=Garbage!

I mean, $40 for a tinfoil *Batman* #497? And you guys even have the nerve to call it #497C! Boy, you really know how to chafe a guy where he shouldn't oughta be chafed!

Now, I know that a comic is worth exactly what someone is willing to pay for it, but don't you think that *Wizard* has a duty to list this #497C with nothing more than a warning rather than an actual price? What's to stop someone (like me!) from making my very own batch of *Batman* #497C? After all, #497C is listed as a counterfeit and my very own #497C would be every bit as genuine as the genuine counterfeit you have listed.

Hey, any chance of getting my special limited-edition versions in your price guide? I'd make a killing at conventions! After all, I have a special "pencil-mark across UPC" copy of *Batman* #192B and I'm working on a limited edition "cat-barf" *Spidey Super Stories* #16B that you might want to include.

K.R. Stark
Point Coquitlam, B.C., Canada

Point taken. The comic in question first appeared in the price guide portion of *Wizard* #31 and was listed as a "Platinum Edition." Very little was known about its existence at first and it took a while to definitively determine if it was legit or not. It was determined that the comic was indeed counterfeit and a "no value" listing was applied to it as of *Wizard* #43.

Dear Wizard,

Could you answer my questions?

1) Will Cerebus ever refer to himself in first person?

2) Who writes your Top Ten, Top Ten Heroes, and Picks From the Wizard's Hat?

3) Do you guys play *Magic: The Gathering* on your lunch break?

4) Do you guys really get to walk around the office buck-naked?

Justin McVicker
Fremont, CA

Sure thing.

1) Probably not. By the way, Cerebus doesn't bother me when he refers to himself in the first person, but doesn't it drive you buggy when real people do it?

2) The tag-team combination of Andrew Kardon and Pat McCallum do both Top Ten lists. Craig Shutt writes the copy for the five "Big" Picks, and Andrew writes the More Picks (to which Pat and Brian Cunningham toss in their own two cents).

3) Sometimes, but it's just the girlie-men that play.

4) Yes, but only on the alternate Fridays where we get free pizza for lunch. Let me tell ya, it's a regular love-in twice a month around here!

Dear Wizard,

Why don't the X-Men just say that they were hit with gamma rays or were bitten by radioactive spiders or whatever? That way they wouldn't be persecuted for simply being mutants.

Greg Kovar
Plymouth, NE

Good question. One thing I've never quite understood is the way John Q. Public reacts to superheroes in the Marvel Universe. Some heroes are a-OK, while others are looked at with a bit of apprehension. But mutants seem to be universally hated. Why such a big difference? I can see Captain America being beloved, seeing as how he's a war hero and symbolic of mom, apple pie, and the girl next door. But why mutants are the object of such hatred is beyond me. I mean, who would you be more scared of—the Thing or Jubilee?

Dear Wizard,

When Jean Grey and Scott Summers went to the future in *The Adventures of Cyclops and Phoenix* mini-series, did they change anything?

Michael Saunders
Bronx, NY

You mean besides their underwear? Now how the bloody hell would I know? How would anyone know? It's in the future, fer cryin' out loud! Wait and see like the rest of us.

Dear Wizard,

My question is why do they continue to print crappy heroic comics that no one likes like *Thor, Fantastic Four,* and *Captain America*? I live in Walla Walla, Washington. I know a lot of people who collect comics, and the only one who likes *Thor* or *Captain America* is my 50 year-old dad. He also listens to classical music and reads Plato's *Republic* and Dante's *Inferno* (Plato and Dante are some Greek or Roman freaks). So let's get to the point. Why don't you have a comic where Wolverine, Spawn, Punisher, Deadpool, and Daredevil all team up and beat the living hell out of Thor, the Fantastic Four, and Captain America? Not only would you get rid of a whole lot of stupid-ass freaks, but you could probably make a lot of money. You could even make a mini-series and fit all the cool guys in and get rid of all the freaks. While you're at it, why don't you kick Jean Grey and Cyclops out of the X-Men and have the Punisher replace Professor X. That would be cool.

Jesse Corvino
Walla Walla, WA

Ah, the spokesman for the Beavis and Butt-Head generation is finally heard from. Nothing like a well-presented argument. Just goes to show you, folks, that it takes all kinds.

David Braun Age: 12 Sex: Male 29 Perryfalls Place Baltimore, MD 21236 Likes: *Aliens vs. Predator, ShadowHawk*	Derrick Benitz Age: 13 Sex: Male 11780 Cobblestone Circle Platte City, MO 64079 Likes: *Venom, Pitt, Darker Image*	Michelangelo Retana Age: 14 Sex: Male 3642 W. McLean Chicago, IL 60647 Likes: *Spawn, Savage Dragon, Uncanny X-Men*	Jason Cobb Age: 14 Sex: Male P.O. Box 341 Hillsboro, TN 37342 Likes: *X-Force, Spawn,* any Rob Liefeld title	Apu Azar Age: 20 Sex: Female 1845 O'Brien South Bend, IN 46616 Likes: *What If...?, John Byrne's Next Men, Namor*	Ray Evon Age: 14 Sex: Male 6979 Bobhird Dr. San Diego, CA 92119 Likes: *Lobo, The Maxx, Pitt*	Sean A. Williams Age: 17 Sex: Male 4603 Berkeley Montclair, CA 91763 Likes: *X-Men, Spawn, WildC.A.T.s*	Max A. Figueroa Age: 18 Sex: Male Las Gladiolas 301 Apt. 1408 Hato Rey, PR 00917 Likes: *Eternal Warrior, X-O Manowar, Bloodshot*

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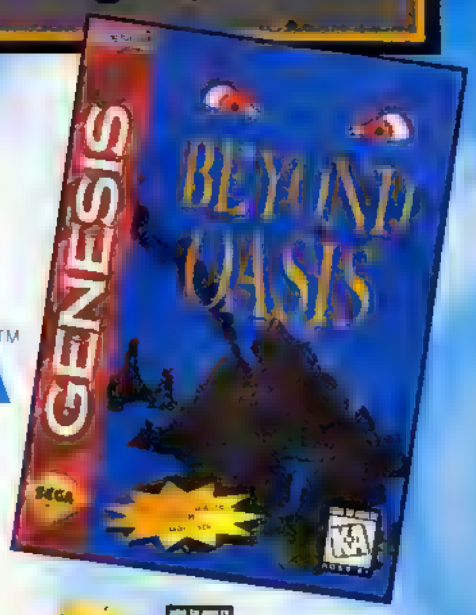

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THE ULTIMATE ADVENTURE AWAITS!

Ask the WIZARD

Q: Since Gambit can charge up non-living stuff, and Spawn is technically dead, could Gambit charge up Spawn?

—S. O'Neil, Tunkhannock, PA

A: *If you check out* Wizard *#35's Magic Words, you'll get the answer on Gambit's powers straight from Fabian Nicieza himself. But quite simply, no.*

Q: If Superman and Flash ran a marathon, who'd win?

—S. Suter, Pasadena, CA

A: *In* Adventures of Superman *#463, the Flash (as Wally West) beat Supes in a huge global race. Now that Wally's some super-speed God, there'd be no contest.*

Q: Why do most comic book characters wear spandex?

—M. Johnson, Marina Del Rey, CA

A: 'Cause they'd look pretty stupid eating the stuff!

Q: Which item is more powerful, Green Lantern's ring or Thanos's Infinity Gauntlet?

—J. Patterson, Steedman, MO

A: *Well, I'd have to give this one to the Gauntlet, seeing as how Hal Jordan needed all the Green Lanterns' rings to wreak havoc in the DC Universe, and Thanos only needed the one glove. Plus, it's got the word infinity in it, and you can't get any bigger than that!*

Ask the Wizard's Wizard

Will Marvel ever put out a good movie?

—K. Osiewicz, East Amherst, NY

Photo V Holland Wake the Wizard ™ & © TechnoArt Inc

Have a question that's bugging the heck out of you and that no one can answer? Heck, the Wizard can answer anything. Just send your stumpers to Ask the Wizard, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064.

By the way, Jesse, you might try reading the *Inferno* sometime. You may be surprised that Dante's story was the inspiration for *X-Men Annual* #4. You also might want to look into Plato, particularly his *Socratic Dialogues*. They have, after all, stood the test of time a lot better than the Punisher, whose books, I recall, are being canceled.

Dear Wizard,

Did you hear the joke about Vampirella? Aw, forget it—it bites anyway! Get it? Ha! Ha! "It bites!" See, "bites," like she's a vampire, and the joke bites...

Oh, never mind.

Derrick Harcourt
Ft. Stockton, TX

Y'know, it's letters like this that make me want to rent a van and travel cross-country, so I can find these people and beat the crap out of 'em. Maybe I'll just close this month with a mondo Q-and-A letter...

Dear Wizard,

I was hoping that you would answer some questions for me. I was told that this column is the definitive guide for useless facts regarding the comic book industry and anything even remotely related to it. Here is a list that I have compiled during my study breaks.

1) How does Batman keep the bats in the Batcave from dropping guano on his equipment?

2) Who would win in a battle between Guy Gardner and Steve Urkel?

3) What is the name of Blue Falcon's dog sidekick?

4) What does the phrase "word to your mother" mean?

5) What kind of fish is swimming around in Captain Picard's fish tank?

6) How many times does Dorothy need to click her heels to get back home?

7) Is Pat, the character on *Saturday Night Live*, a man or a woman?

8) Which Robin has better detective skills—Dick Grayson, Jason Todd, or Tim Drake?

9) Who is your favorite member of the Legion of Substitute Heroes and what is his power?

10) When playing rugby, is it better to tackle at the knees or at the waist? Or is it better to just pants the guy?

11) Are there any health risks involved in using colored toilet paper?

12) For what comic book did Todd McFarlane do his first artwork?

13) How do Robin and Nightwing keep their masks on their faces?

14) Why is it so difficult to find a pack of Blackjack gum?

15) Does the Swamp Thing smell like swamp gas?

16) Which would burn faster, a copy of *Spawn/Batman* or a copy of *Batman/Spawn*?

17) Do superhero Underoos have any value in the collectors market? If so, what part does condition play?

18) Could you possibly print the lyrics of the song from the old Spider-Man cartoon?

19) Who the heck is DC Comics's the Warlord?

20) How come Captain Picard has an English accent when he supposedly hails from France?

Abraham Navarro
Bloomington, IN

Yow! That's a lot of questions. Well, here we go:

1) Tarps. Big tarps.

2) Guy Gardner. And since we're on the subject, let me point out that you should read up on the laws in your state to see if there is an "Urkel Statute" on the books where you live. In many states it is illegal to call anyone "Urkel" unless, of course, they are Urkel. If you unjustifiably call someone "Urkel" in some states, they are legally allowed to kick your ass.

3) Dyno-Mutt.

4) It means, "I am telling you the truth, my friend."

5) That's a Lion Fish (called Livingstone). It's a tropical salt-water species that's rather delicate and difficult to keep alive.

6) Three. Just like the number of licks you need to get to the center of a Tootsie Roll Tootsie Pop.

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BLOODSHOT

KEVIN VANHOOK

NORM BREYFOGLE

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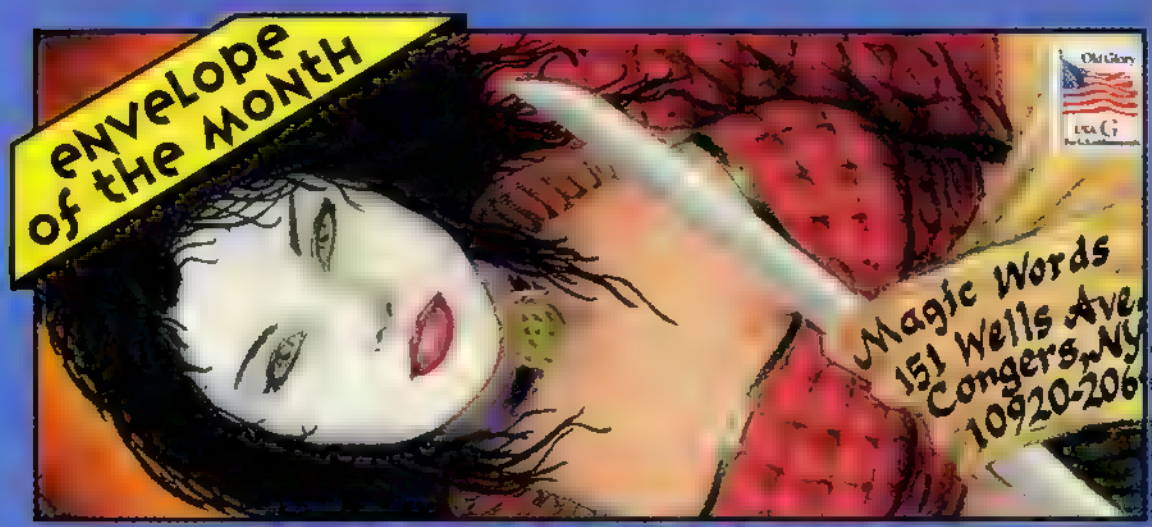
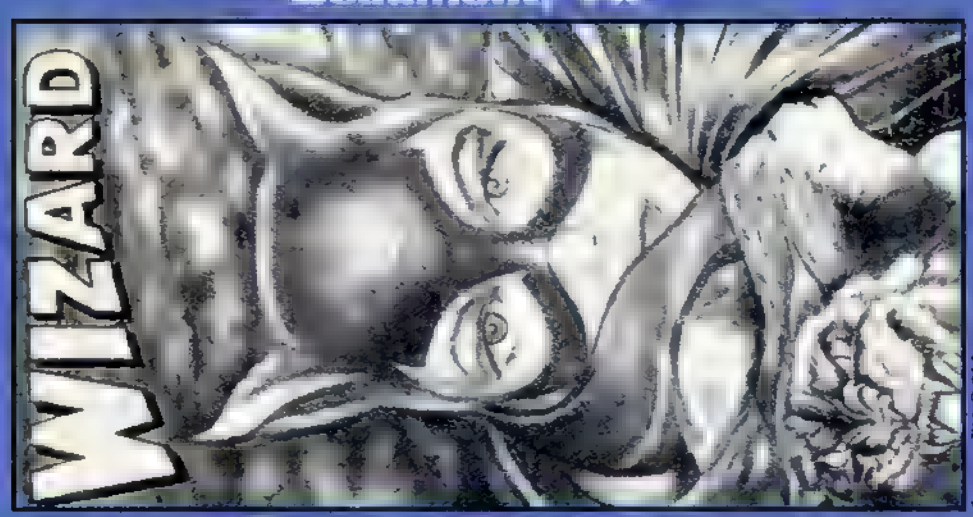


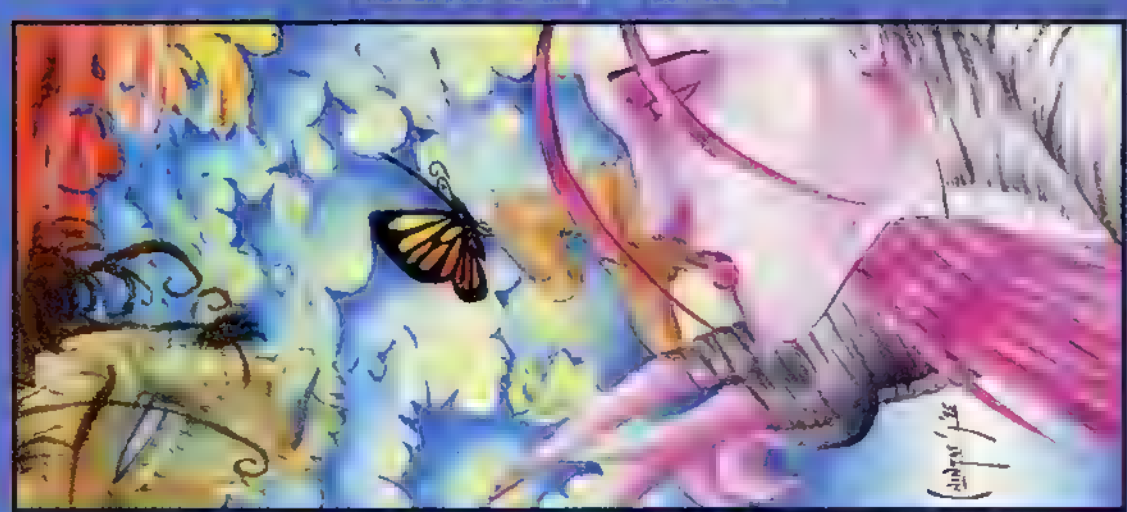
Sin ™ & © William Elliott Tocco

Benjamin Rodgers
Beaumont, TX



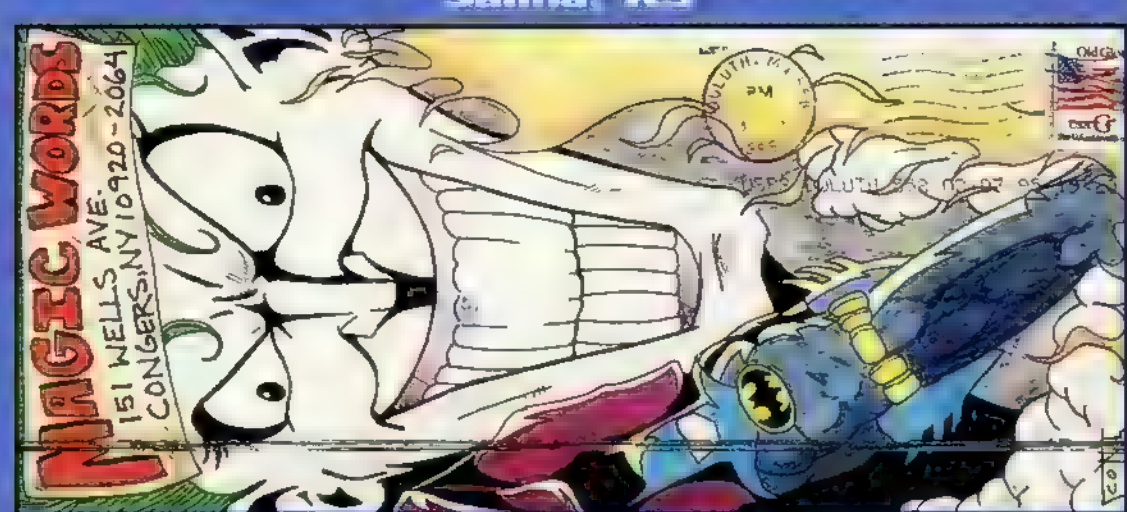
Catwoman ™ & © DC Comics

Ernest Hebert
Montreal, Canada



Chamber & Penance ™ & © Marvel Entertainment Group

Mark Anthony Winters
Salina, KS



Joker & Batman ™ & © DC Comics

Scott Gullicks
Duluth, MN

7) Yes.

8) Dick Grayson.

9) No doubt about it—Stone Boy! His power is the ability to turn to stone. Only problem is that when he does that, he also becomes completely immobile. He's not much good to the Legion, unless they push him off a cliff onto a bad guy. They actually did that once.

10) Definitely at the waist.

11) Yes, but they are very slight. Provided you are not easily prone to infection or allergic reaction, colored toilet paper should pose you no harm.

12) *Coyote* #11 from Epic Comics.

13) With a gentle adhesive called spirit gum. It's the same stuff that movie and stage actors use to apply masks, fake beards, and other funky stuff.

14) Because the manufacturer, American Chicle Company, only makes one batch a year.

15) Only after a dinner of beans and rice.

16) I don't know, but I think I'll have a lot of fun finding out.

17) Sure they do. And, especially in this case, condition plays a big part. There just ain't a lot of call for well-used Underoos.

18) Sure: "Spider-Man, Spider-Man/Does whatever a spider can/Spins a web any size/Catches thieves just like flies/Look out—here comes the Spider-Man!" That's just the first verse. One hundred *Wizard* style points to whoever can give us all the lyrics to the next three (that's right, three) verses.

19) The Warlord is Travis Morgan, a U.S. Air Force pilot who was flying over the North Pole when he was disoriented by the curve of the Earth (really!) and wound up flying into the secret "middle earth" land of Skartaris. We think he's still there, even though he popped up in *Green Arrow* a few years back.

20) If I've said it once, I've said it a thousand times: You just can't trust the French! I trust 'em only as far as I can bounce 'em, and I am...

Jim McLauchlin, News Editor of Collector's Sportslook *magazine, will eat Styrofoam packing peanuts on a dare.*

EDITOR'S NOTE: Hey, we got tons of mail on the Kubert School article in *Wizard* #44 wanting more info on the school. Well, we aim to please. For more info, write to The Joe Kubert School of Cartoon and Graphic Art at: 37 Myrtle Ave, Dover, NJ 07801.

Send your letters to:
Magic Words
151 Wells Ave.
Congers, NY 10920-2064

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- Tractor
- Regie Milburn

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- **Ron Lim** (*X-Men 2099*)
- **Darick Robertson** (*Spider-Man: Power of Terror*)
- **Ken Lashley** (*Excalibur, X-Calibre*)

Venom possesses the Punisher

Alternate M takes your favorite Marvel characters and explores alternate possibilities.

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Rate the power of your favorite Marvel characters!

Marvel Metal 1995 Checklist

Alternate X

1 Beast
2 Bishop
3 Cyclops
4 Gambit
5 Holocaust
6 Jean Grey
7 Nightcrawler
8 Sunfire
9 Weapon X

Avengers

10 Black Widow
11 Captain America
12 Giant Man
13 Thor
14 Thunderstrike
15 Vision

Cosmic Powers

16 Galactus
17 Nebula
18 Silver Surfer
19 Thanos
20 Tyrant
21 Warlock

Force Works

22 Hawkeye
23 Iron Man
24 Mandarin
25 Scarlet Witch
26 Spider-Woman
27 War Machine

Marvel Universe

28 Daredevil
29 Deathlok
30 Elektra
31 Hulk
32 Human Torch
33 Invisible Woman
34 Mephisto
35 Modok
36 Mr. Fantastic
37 Namor
38 Puppet Master
39 She-Hulk
40 Silver Sable
41 Super Skrull
42 Thing

Marvel 2099

43 Bloodhawk
44 Brimstone Love
45 Doom 2099
46 Ghost Rider 2099
47 Hulk 2099
48 Junkpile
49 Meanstreak
50 Punisher 2099
51 Ravage 2099
52 Skullfire
53 Spider-Man 2099
54 Vendetta
55 Xi'an

Midnight Sons

56 Blade
57 Blaze
58 Dr. Strange
59 Ghost Rider
60 Morbius
61 Strange
62 Vengeance

New Warriors

63 Firestar
64 Justice
65 Kymaera
66 Night Thrasher
67 Nova
68 Rage

Punisher

69 Punisher

Spider-Man

70 Black Cat
71 Carnage
72 Dr. Octopus
73 Judas Traveller
74 Rhino
75 Scarlet Spider
76 Scorpion
77 Shocker
78 Spider-Man
79 Stunner
80 Venom
81 Vulture

X-Men

82 Apocalypse
83 Archangel
84 Banshee
85 Beast
86 Bishop
87 Boomer
88 Cable
89 Chamber
90 Colossus
91 Cyclops
92 Deadpool
93 Domino
94 Gambit
95 Husk
96 Iceman
97 Jean Grey
98 Jubilee
99 Juggernaut
100 Lady Deathstrike
101 Legion
102 Longshot
103 M
104 Magneto
105 Mondo
106 Mr. Sinister
107 Mystique
108 Nightcrawler
109 Penance
110 Phoenix
111 Professor X
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113 Random
114 Rogue
115 Sabretooth
116 Sauron
117 Shadowcat
118 Skin
119 Storm
120 Strong Guy
121 Stryfe
122 Synch
123 Warpath
124 White Queen
125 Wolverine

Alternate M

126 Beast
127 Cable
128 Dr. Doom
129 Fantastic Four
130 Iron Man
131 Kraven
132 Rogue
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135 Storm
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Blasters

Foil		Foil
MB1	Cable	GB1
MB2	Captain America	GB2
MB3	Cyclops	GB3
MB4	Gambit	GB4
MB5	Hulk	GB5
MB6	Human Torch	GB6
MB7	Iron Man	GB7
MB8	Jean Grey	GB8
MB9	Punisher	GB9
MB10	Rogue	GB10
MB11	Silver Surfer	GB11
MB12	Spider-Man	GB12
MB13	Storm	GB13
MB14	Thing	GB14
MB15	Thor	GB15
MB16	Venom	GB16
MB17	War Machine	GB17
MB18	Wolverine	GB18

Preliminary checklist. Final card numbering sequences, character selections and category designations subject to change prior to card release.

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#1 Apr 1994 T/C
Amazing Spider-Man

#1 May 1994
Beavis & Butt-Head

#1 Jun 1994
Flair Marvel Universe

#1 Aug 1994 T/C
Marvel Cards Universe

#1 Oct 1994
Marvel Masterpieces 1994

#1 Dec 1994
'95 Fleer Ultra X-Men

Diamond Distributors
Top Trading Cards

#1 1993 OVERALL
'94 Fleer Ultra X-Men

#1 Jan 1994
'94 Fleer Ultra X-Men

#1 Apr 1994 N/S
Amazing Spider-Man

#1 May 1994 N/S
Beavis & Butt-Head

#1 Jun 1994
Flair Marvel Universe

#1 Aug 1994
Marvel Cards Universe

#1 Oct 1994
Marvel Masterpieces 1994

#1 Dec 1994
'95 Fleer Ultra X-Men

Capital City
Top Trading Cards

#1 Jan 1994
'94 Fleer Ultra X-Men

#1 Apr 1994
Amazing Spider-Man

#1 May 1994
Beavis & Butt-Head

#1 Jun 1994
Flair Marvel Universe

#1 Jul 1994
Flair Marvel Universe

#1 Aug 1994
Marvel Cards Universe

#1 Oct 1994
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#1 Dec 1994
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Thanks Again For A Great 1994!

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WIZARD

NEWS

Compiled by Patrick Daniel O'Neill

MARVEL and HEROES WORLD: The Shakedown

Photo: J. Schuyler

Terry Stewart

Frank Miller

When **Marvel Entertainment Group** announced in March its plan to distribute Marvel and Malibu comics to the direct market exclusively through its recently acquired **Heroes World Distribution Company**, it was either "declar[ing] war on the free market" or "propel[ling] comic retailing in[to] the future," depending on whether you believe writer/artist **Frank Miller** or former Marvel Comics president **Terry Stewart**.

What *was* certain was the fact that comic distribution would never be the same.

To many industry insiders, ever since Marvel acquired Heroes World—a medium-size distribution company based in New Jersey—in December 1994, going to exclusive distribution was inevitable. Effective July 1, Heroes World will become the exclusive distributor for Marvel and Malibu Comics. Heroes World will also cease selling all other comic lines.

Reaction to the announcement has been varied, ranging from skepticism to paranoia to outright panic. Speculation on how other publishers and distributors would react has been plentiful. Chief among those rumors was that **DC Comics**, Marvel's closest rival, would respond in kind by aligning with its own exclusive distributor. As of press time, that has yet to occur.

Some doomsayers predict the end of the direct market in its current format and even conservative analysts predict many comic shops will close up as a result.

But what does the Marvel/Heroes World announcement mean to other players—publishers, distributors, and retailers—and ultimately, you the comic buyer and reader? Based on what has already occurred, who are the winners and losers in this newly-renovated marketplace?

WINNERS

• **Marvel**. By going to exclusive distribution, Marvel eliminates the middleman (i.e., an outside distributor), thus pocketing a quick 5 percent (more or less) additional profit, which makes the bottom line heavier, the stockholders happier, and the company's credit rating healthier. In addition, by flexing its muscles, Marvel reminds people that it is—despite any recent downturns in market share or perceived product quality—still the industry leader. Marvel acts; everyone else reacts. In addition, Marvel will once again have all the top spots on its distributor's Hot List again, something that hasn't happened in a long time.

• **The newsstand market**, which remains unaffected by all this. If you get your comics at your local convenience store, you won't notice any changes.

• **Larger mail order companies**, whose greater buying power enables them to get the best possible discounts, will still be there when local stores have gone belly up. These mail order houses will undoubtedly pick up new customers.

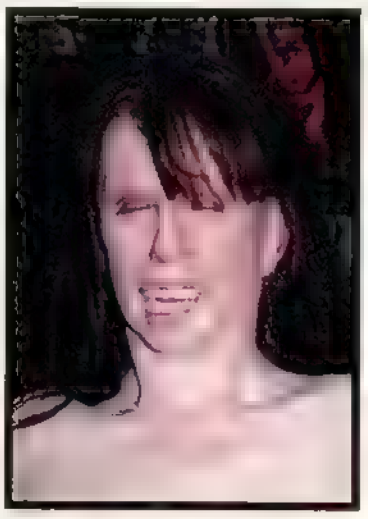
• **Heroes World**, taken from relative obscurity as a small, northeastern distributor—and in short order was pushed into the limelight and turned into a major nationwide entity—could possibly be the second largest North American distributor by year's end.

LOSERS

• **DC** had an opportunity to take its rightful place in the forefront of the opposition forces, but as of three weeks after the Marvel announcement has not yet taken a public stand. A rumored deal with **Diamond**, the largest North American comics distributor, did not materialize and sources indicate that DC and Diamond are getting farther away from reaching a deal, rather than closer. Ultimately, this lack of action may prove to have been the smartest move, but some will undoubtedly see

Continued on page 22

New Marvel CEO announced. "I just flew in to New York, and boy, is my head tired! But seriously, folks..." said bearded dweeb.



Original '70s Vampirella model hits the skids. "Boy, am I scabby!" declared crusty freak.

DC villain suffers from case of Hershey-squirts. "I wanna go home," stated stained Bat-villain.

Continued from page 21

this as a sign of indecision or weakness.

• **The direct market**, which probably includes the store where this issue of *Wizard* was bought. Most comic retailers have a fairly narrow profit margin, and the price they pay their distributor depends largely on how much they spend. The bigger their order, the better their discount, and many stores do all their business with one distributor to maximize the discount. Now they'll have to split their comics orders between two sources, assuming they wish to continue selling Marvel comics (or, conversely, wish to sell anything besides Marvel comics). Splitting the order reduces the size of each order, thus lowering the discount. Many stores will no longer be profitable and will probably shut down. Larger stores and chains will not be hit as hard, but run other risks. For example, Marvel Comics's new president, **Jerry Calabrese**, was involved in the Marvel Mart plans of years past, and will now have direct information as to what areas do the best business selling Marvel comics. If Marvel-owned retail stores are still considered a viable option by MEG management, this information would be worth its weight in adamantium.

• **Small press and independent publishers**, who in the past enjoyed a good relationship with Heroes World, and are now concerned that they might get squeezed out by the changing marketplace as being unprofitable or not worth the effort. So it might be tougher for you to get your hands on your favorite copy of ***Bone***, ***Shi***, ***Cerebus***, or ***Tyrant***. Some independent publishers like Fantagraphics and Joe Monks's C.F.D. Productions have announced their intention to explore the formation of alternative distribution networks as a reaction to market uncertainty.

• **Other distributors, like Diamond and Capital City**—who just lost about 30 percent of their business—now have to figure out the best way to replace that lost income. Diamond did take the moral high ground and announced in a press release that they would maintain "open access to the marketplace" by continuing to offer retailers and consumers "high quality products from the widest range of suppliers." Capital City, on the other hand, reacted to the Marvel/Heroes World announcement in a time-honored American fashion—it immediately brought suit in Federal Court under Wisconsin's Fair Trade Laws, in an attempt to block termination of their arrangement with Marvel. That suit was settled in a number of days, and though the terms of the settlement are confidential, Capital's President **Milton Griepp** did state, "We're happy with the settlement because we feel it will help secure Capital's future." This usually means that a lot of money changed hands.

• **Comics readers**. You've weathered umpteen mega-crossovers, variant covers, a multitude of new universes, late and canceled books, and cover price increases that outpace the national inflation rate like a greyhound outruns a Pekinese...and now this. Odds are, in the none-too-distant future, there will be fewer books to choose from in your local store (assuming that your local comics shop is still around), some books you once looked forward to will no longer be carried, and if you got a discount it's probably a fond memory. As Dark Horse President and founder **Mike Richardson** commented, "One can only hope that these changes will not devastate a market that has served our industry well."

—Paul J. Grant

DC Villains Get BADDER

"We've spent a lot of time in the past few years pumping up the heroes in the DC Universe," said writer **Mark Waid**. "Now it's time we turned our attention to the villains and made them more than equal."

Waid intends to do just that this fall in ***Underworld***, a mini-series consisting of three 48-page issues that crosses over into upwards of a dozen ongoing DC titles. The issues are scheduled to ship September 5, October 3, and October 31. **Howard Porter** (*The Ray*) pencils the series, **Dan Green** (*Uncanny X-Men*) inks it, and **Brian Augustyn** (*Flash*) edits it.

Darkseid gets even meaner in this summer's Underworld *mini-series by DC.*

The story focuses on **Neron**, a demonic force returning to Earth to capture souls after an eons-long banishment. His strategy is two-fold: First, gather second-string DC villains and augment their powers "to make them true villains for the '90s," Waid said. Then, after they've worn down the heroes, Neron will swoop in and offer these champions their own heart's desire in exchange for their souls. "Unexpectedly," Waid hints, "some will."

Neron will be aided by an inner council of villains that includes **Lex Luthor**, the **Joker**, **Dr. Polaris**, **Circe**, and **Abra Kadabra**. "The point-of-view character is the **Trickster**, who is eager to get out of his penny-ante rut and stop being a third-stringer," Waid explained. "But he quickly realizes he's in way over his head." **Blue Devil** will also play a pivotal role—but Waid won't say whose side he ends up on.

The mini-series intersects with many DC comics, with participation left to each title's creative team. "Readers won't have to read any other titles to understand *Underworld*, and they won't have to read *Underworld* to keep up with the titles they read," Waid promised. "But we're hoping they'll be so entranced by, say, the new Killer Frost that they'll want to see what she does in *Superboy*."

The villains won't fight their traditional foils, he notes. "We want them to face heroes they haven't faced before." That leads to such confrontations as **Impulse** tangling with Blockbuster, while **Robin** battles everyone's favorite Silver-Age talking gorilla. "[*Robin* writer] **Chuck Dixon** wanted to use **Gorilla Grodd**, and we said, go for it."

Key villains—such as **Darkseid** and the loonies at Arkham Asylum—may be tied in via one-shot issues that accompany the mini-series, explaining how Neron keeps them out of the fray, Waid added. But such plans were still in the works at press time.

—Craig Shutt

Ooops

In *Wizard* #44, we spelled former Marvel editor Tim Tuohy's name wrong, and referred to him as an assistant editor, when, in fact, he was an associate editor. Sorry, Tim.

In *Wizard* #45's Top Ten Funny Comics list, we listed Keith Giffen as the sole writer of the *Ambush Bug* mini-series, and inadvertently left off Robert Loren Fleming as co-writer. Our most sincere apologies, Robert.

Darkseid ™ & © DC Comics

MARVEL to Acquire SKYBOX

In the midst of all the attention given to Marvel's announced exclusive distribution through **Heroes World**, the company continued its acquisitive ways by announcing a plan to purchase all the outstanding shares of **SkyBox International, Inc.**, the trading card manufacturer. The deal would total about $150 million, or $16 a share.

Marvel, of course, already owns the **Fleer** card company, and industry speculation is that SkyBox will be merged with that business.

SkyBox is currently the license holder for trading cards based on **DC Comics** characters. DC Comics had no comment on the acquisition, but is said to already be looking for a new trading card partner.

Stock market analysts are calling the acquisition a good move for Marvel. "The acquisition of SkyBox is a good strategic move because it certainly eliminates competition in the collectible trading card business and adds to Marvel's market position," said Alexander Paris Jr, who tracks the company for Barrington Research Associates.

"It offers a strengthening of Marvel's position in the trading card business provided they are able to carry over key licenses that they need, one of them being DC Comics," said Smith Barney's Jill S. Krutick. "It would not be shocking if there were some changes in licensing down the road or if some of the deals were renegotiated," Krutick said.

It was also widely rumored that Marvel had acquired **Bongo Comics**, cartoonist Matt Groening's company that publishes ***Simpsons Comics*** and Simpsons-related titles. According to Bongo editor **Jason Grode**, that rumor was apparently kicked off by the appearance of Simpsons art in Marvel's latest batch of co-op ad slicks for retailers. Grode said the art is part of Bongo's deal with Marvel, under which Marvel handles Bongo's co-op advertising. He also said that Bongo is negotiating a distribution arrangement with Marvel, similar to the one Bongo had with Welsh Publishing, prior to that firm's acquisition by Marvel last year. Grode stressed, however, that such a deal would not make Bongo exclusive to Heroes World and that it would continue to be carried by other distributors as well.

—Patrick Daniel O'Neill

STRANGE Doings

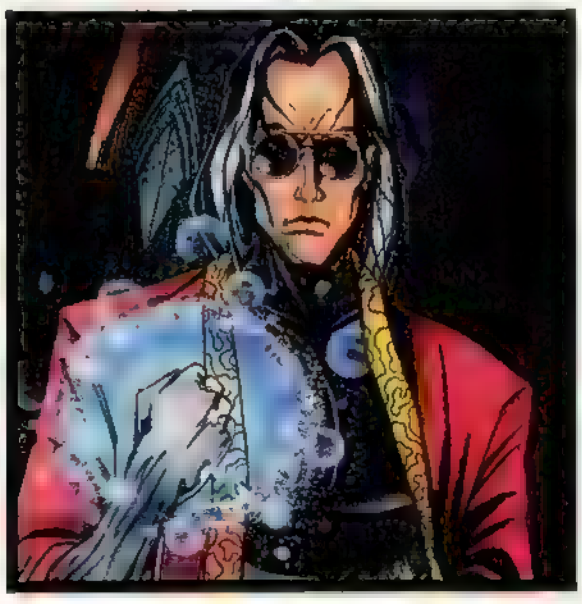
It's time to bring back the strange, and new series writer **Warren Ellis** hopes to do that, beginning with ***Dr. Strange*** #80 in June.

From his Essex, England home, Ellis said Dr. Strange is one of Marvel's better-established characters who has gotten lost in a shuffle of writers. Ellis's Dr. Strange incorporates more use and abuse of magic, as well as magic being used for things nobody has ever dreamed of.

"I think Dr. Strange has gotten away from what he was supposed to be," Ellis said. "He's the Sorcerer Supreme. He shouldn't be fighting supervillains.

"He's the man you go to with macabre problems. He's the guy children whisper about. He's a shaman. You don't necessarily like him, but feel more comfortable knowing he's there. I'm going for smaller, bolder stories, bordering on the scary."

Ellis will avoid "big events" and multi-book crossovers. The only connection Ellis's *Dr. Strange* will have to other books occurs in the fourth and final issue of his "out there" mini-series, ***Druid***.



Writer Warren Ellis will be bringing more macabre to Dr. Strange this June.

"It's a culmination of all the occult books I've written. Daemon Hellstrom will celebrate the single-most disgusting thing he's ever done, and he invites all Marvel's mystic characters to a dinner party," Ellis explained.

"Upon arriving, they discover—something—in the middle of the dinner table."

The ramifications of this party will be immediate, and limited to the pages of *Dr. Strange*, as Ellis tries to keep things tight.

"This is not another ongoing revamp," he stressed. "Once you read #80, that's the status quo. The last run was a 15-month revamp. I don't want to strain anyone's patience anymore than it already has been."

Ellis said he will follow predecessor **David Quinn**'s lead in the status of the core supporting characters. "David sent **Clea** off with one of the fake Dr. Stranges and she's left the book," Ellis explained. "I have no intention of bringing her back. **Wong** will still be around, but he won't be the nicey-nicey servant he's been in the past."

Ellis has no intention of getting "too retro" with *Dr. Strange*, but instead plans to move the book forward, by reviving much of the past. He said he inherited a lot of baggage from previous writers, much of which he said was cleaned up by Quinn.

"I've always pictured Dr. Strange as a fairly well-developed personality," Ellis said. "But that's been lost somewhere along the way. He's basically been inactive for three years, and someone's changed the whole game while he was away."

Ellis's Dr. Strange, however, will simply force the game to adapt to his rules.

—Gary St. Lawrence

Dr. Strange ™ & © Marvel Entertainment Group

Comics for Charity

Dylan Vogel

Hundreds of people were on hand at the King Con '95 in Albany, N.Y. to bring hope to three-year-old Dylan Vogel, who is currently suffering severe intestinal problems due to grievous injuries inflicted last October by two dogs. Russ and Maryellen Chamberlain, owners of MRC Comics, decided to hold an auction at their store's annual King Con, to raise money for the intestinal transplant the boy desperately needs. Many organizations, from comic publishers to insurance companies, donated items for the auction. As of press time, Dylan, while conscious, had been hooked up to a feeding machine, and the amount of money raised by the auction was unavailable. Monetary donations can still be sent to the Dylan Fund, c/o Trust Department, OnBank & Trust, 80 State St., Albany, NY 12207.

—John B. Lacey

BYRNE does Wonder Woman

In his second opportunity to redefine a classic DC character (and *her* third remake of sorts in a decade), **John Byrne** takes over as the writing and artistic hand behind ***Wonder Woman*** with issue #101, shipping in July.

"I always liked Wonder Woman, but nobody's ever asked me before," Byrne told *Wizard*. "**Paul Kupperberg** is the editor, he's also a close friend. He called me up and said, 'How'd you like to do *Wonder Woman*?' I said, 'Sure.' That simple."

Since the previous team of **William Messner-Loebs** and **Mike Deodato** are closing *Wonder Woman* #100 with all the loose ends tied up, Byrne is pretty free to take the series in any direction he chooses. Taking Horace Greeley's advice to heart, his choice is to go west. He'll be sending the Amazon to the previously unseen town of Gateway City, on the west of the DC Universe America. "I'm looking upon it as a really cheesy, sleazy San Francisco," Byrne said. "San Francisco is already a very kind of funky-looking city—mostly clean and bright, but it has that sort of unique look that only San Francisco has. If you take that and decay it a bit, you get a really fascinating environment against which to put this very sleek, clean, sparkling character."

Byrne is no stranger to big, strong, beautiful women, having previously handled the adventures of Marvel's **She-Hulk** and his own **Babe** for his Legend imprint published by Dark Horse Comics. But he promises his version of Princess Diana will not look like the other two. "I'm quite happy with what's happening so far—not just the face, but the whole physique on Wonder Woman," he said, "trying to find something that is simultaneously long and lean but also strong; trying to avoid some of the riffs I did with She-Hulk, and still achieve the same effect of a powerful woman."

As for opponents, Byrne is turning to his tried-and-true concept—resurrect the lame and make them strong: "The first thing I said to Paul Kupperberg was, 'Go forth and see how many editors would be willing to give us villains. See if they've got any villains lying around who are, perhaps, lame villains with really neat names or anything like that.'"

Byrne promises to stick with the Amazon for at least 12 issues, a year of adventures that may include visits from someone Byrne knows well, **Superman**, and one of his top-drawer villains.

—Patrick Daniel O'Neill

Wonder Woman™ & © DC Comics

Wonder Woman gets beefed up, courtesy of John Byrne.

COMPANY UPDATES

ACCLAIM COMICS

Wizard would like to congratulate Paul Fairchild on his promotion to Director of Marketing. Good goin', Paul!

AC COMICS

FEMForce #84 marks "The Death of Joan Wayne" (a.k.a. Ms. Victory), in the story of the final passage of the heroine who is the heart of FEMForce. Tara, She-Cat, and Paragon must find a way to go on after their loss. And will Rad, Joan's daughter, be turned away from her evil ways because of this?...Also, straight from the pages of *FEMForce*, watch as *Crimebuster* #0 launches the hero into his own series, as he battles Iron Jaw, the man with the mouth of steel.

AMARA COMICS

Hey, remember the comic company ANIA? Well, if you liked their stuff, then check out Amara Comics, a new company formed by Roosevelt Pitt, Jr., a former co-founder of ANIA. Coming out in July is a 16-page full-color preview of *Purge*—a former ANIA title—for $1.50. Following that is a preview of *Powerknights*—a group of people who can tap into their own biochemistry and form invulnerable armor over their bodies—in August, and a preview of *Random5*—a futuristic team of five African-American female mercenaries—in September. All three previews will include a card that readers can use to vote for which title they'd like to see come out first....And for those who are curious, Amara is Swahili for courage and pride.

ARCHIE

Cheryl Blossom is getting her own three-issue mini-series, starting in June! Learn all about Riverdale's racy redhead in this story, which includes her becoming a lifeguard and the first meeting between Archie and her family!

AUGUST HOUSE

Foodang #4, shipping in May, has a cover by Michael Duggan with inks by George Pérez.

BLACKOUT COMICS

Blackout has added John Platt, an award-winning horror and magazine writer, and William Marden, a published novelist and journalist, to its roster of creativity....*The Death of Lady Vampré* will be the first in the series of horror titles that Blackout is launching, starting in August. Creating the flip-cover for this imprint will be Mike Mignola (*Hellboy*) and Gene Colan (Marvel's *Tomb of Dracula*).

BONGO COMICS

Bartman returns! May's *Bartman* #4 begins a three-part story, in which the Violet Avenger faces off against one of the most terrifying foes imaginable: negative public opinion! After Bartman deals with ridiculous media accusations in #4, he dons his cape 'n' cowl for the last time in June's #5, to save his sidekick Houseboy (a.k.a. Milhouse)—and then falls, defeated! Who can take over for the heroic duo?

CALIBER PRESS

Take note, *Oz* lovers: June is OZ MONTH! Caliber will be heralding this occasion with several books and products, including: *Oz* #9, in which the Oz Freedom Fighters, after being driven out of the Emerald City, go up against Scarecrow, Tin Woodsman, and Lion! Then there's the first *Oz* Graphic Novel, a black-and-white, 176-page, squarebound book which collects the first five issues of the *Oz* title. Meet Kevin Ross, Mary Ross, and Peter Stevens, as they're transported to Oz, right in the middle of the war between the Freedom Fighters and the malicious Nome King! The book, which includes a bonus sketchbook section featuring artist Bill Bryan's work, will cost $14.95. Both the comic and GN are written by Ralph Griffith and Stuart Kerr, and drawn by Bryan.

CARTOON BOOKS

Late summer will see the release of Volume 3 of *The Complete Bone Adventures* TPB, which reprints *Bone* #13-#18 and completes the first part of the trilogy. Creator Jeff Smith points out that the final volume of *The Complete Bone Adventures* will ship in July of 2001. So, all you fans dying to see how this great adventure ends will just have to wait another six years....Also

Continued on page 26

WONDER WOMAN

FALL OF AN AMAZON

SOARING BEYOND!

COMING IN MAY

MESSNER-LOEBS and DEODATO JR.

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Activists Get De-Activated

A non-violent comic book? Sort of a contradiction in terms, no? Well, the **Fellowship of Reconciliation** didn't think so. So they entered into an agreement with **Joyce Brabner** (writer of *Our Cancer Year*), **Mark Badger** (artist of *The Mask*), and **Wayne Van Sant** (artist of Marvel's *The 'Nam*) to create ***Activists***—a one-shot anthology on activism intended to "educate readers about non-violent protest." Little did they imagine that their book wouldn't be "politically correct" enough.

"There was immediate negative feedback from members of our own constituency," said **Jo Becker**, executive director of the non-profit "peace and justice" organization. "Quite a number of African Americans who saw the book were unhappy with its depiction of African Americans." After some heated debate, FOR worked out an agreement with its publisher, **Stabur**, to hold back distribution. "It was our choice," said Becker.

Understandably, Brabner and friends were left shaken and angry. "They won't let the kids have the books," said Brabner. "They won't let anybody look at it, but word of mouth is going around that we did something tasteless and racist. If you're somebody who doesn't read comics, who is sensitive to racist issues, and you hear that white artists and writers were doing these, you're going to start imagining things, like [African-Americans] with bones in their noses."

So what's a writer to do?

"We signed away the book as a comic book, but nothing in our contract said anything about electronic rights," said Brabner. "So we're posting this all over the Internet, CompuServe, etc. We're giving everybody on the planet permission to copy it and re-copy it. The press is going to see how three censored artists made an end-run around censorship by using another medium."

As for **Gary Reed**, publisher of Caliber/Stabur Press, "The whole thing is ludicrous," he said. "The book should be out there, but it's their book. We're living in a politically correct society. All of America is being bullied."

—Clifford Meth

'Lost' Superman Adventure Back in Print

The very first prose story about Superman, not seen in an authorized edition since 1942, has been reissued by **Applewood Books**, a publisher that specializes in putting such "lost treasures" of American pop culture back into print.

Wizard readers will remember *The Adventures of Superman* by **George Lowther** from the coverage we gave it in our 1993 *Superman Special Edition*

The book features black-and-white drawings and full-color paintings by **Joe Shuster** and his studio. Lowther's novel tells the origin of the Man of Steel in more detail than had ever been seen in the comics at the time, and pits the adult champion of Metropolis against Nazi saboteurs.

Lowther was one of the primary writers for the radio version of Superman and many of the details he included in his novel, such as the names of Superman's parents and foster parents, would carry over to the radio serial and the TV series starring George Reeves.

The Adventures of Superman is available now in bookstores and comics shops at a list price of $17.95.

—Patrick Daniel O'Neill

Continued from page 24

shipping this summer will be a repackaged edition of the first volume of *The Complete Bone Adventures* in hardcover.

CHAOS! COMICS

"Lady Death as you know her will be a memory," says Lady D. creator-writer Brian Pulido of the tumultuous events within June's *Lady Death: Between Heaven and Hell* #4, the mini-series closer. She will become the voracious servant of Lucifer, he says, knowing fans of Ms. Death will be shocked by this fact, since this is the complete opposite of the Lady's goals. Purgatori also plays a major part in this ish....Meanwhile, Chaos! readers can expect a fun time in July, when Evil Ernie takes on—and totally rips apart—a barrage of archetypal heroes in the violent *Evil Ernie vs. the Superheroes*....And here's a preview of the extra-snazzy Lady Death statue, produced by master sculptor Clayburn Moore, with an August release date. This beautiful piece will run you only $175—save up now!

Lady Death ™ & © Brian Pulido

CLAYPOOL COMICS

Kurt Busiek (*Marvels*) contributes to a hilarious parody of *Batman: The Animated Series* in June's *Elvira, Mistress of the Dark* #26. "Lights, Camera...Action Figures!" will be the first full-length story in the title's run (which has previously offered issues with two stories), and has the voluptuous vixen voicing a Catwoman-type character on a show called *Flederman: The Re-Animated Series*. Things get out of control when the animated villains spring to life!

COMIC BOOK LEGAL DEFENSE FUND

The CBLDF, a non-profit organization which funds the legal support of comic book retailers battling for their rights in court, recently garnered almost $12,000 at February's Great Eastern Convention in New York City—and it only took a few hours. On the afternoon of February 25, Scott Dunbier held his fourth New York Art Auction in five years, in which con attendees bid on over 70 pieces of comic-related art donated by 56 artists. Star auctioneers Andy Helfer and Jimmy Palmiotti, along with Dunbier, brought in bids from $1,300 for an original Daredevil cover by Frank Miller, to $550 for a Jerry Ordway Shazam! pin-up. Also, convention goers bought a slew of T-shirts, prints, buttons, and the like at the anti-censorship organization's booth that weekend, bringing in another $2,842. Congrats to the Defense Fund!

CRUSADE COMICS

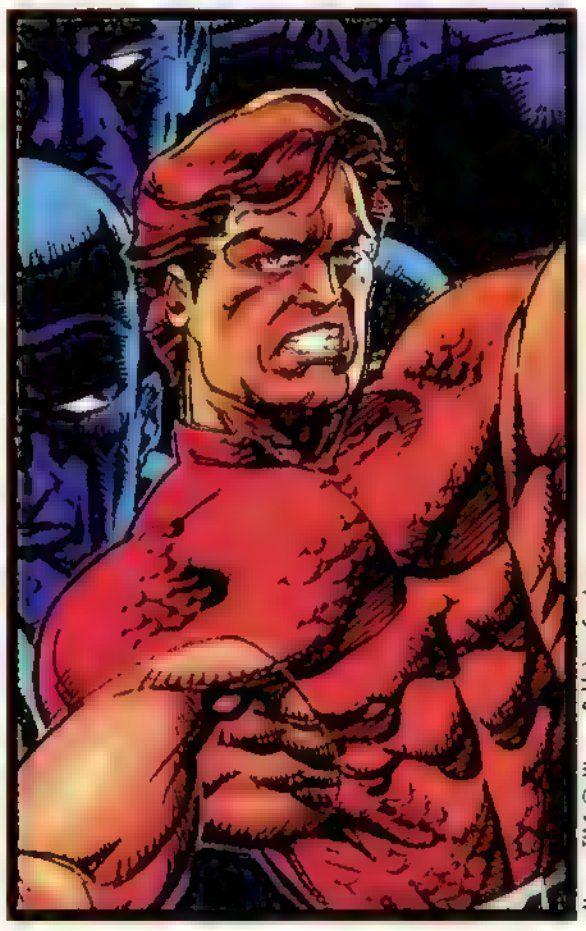
July brings followers of *Shi* something extra-special: *Shi: Senryaku*, a three-issue mini-series. Each issue will be a compilation of double-page interpretations of Bill Tucci's hot heroine, by an army of artists like Jim Lee (*WildC.A.T.s*), Joe Quesada (*Ash*), Dave Sim (*Cerebus*), and Geof Darrow (*Hard Boiled*)—plus Tucci himself, of course. The series will depict the Japanese martial classic, *The Thirty-Six Strategies*. Each illustration will show Shi portraying each of these Strategies, which the warrior utilizes in her battle against the Yakuza. Tucci promises that it will contain a sizable amount of text on these battle strategies, and will truly help its readers get to know Shi even better. The mini-series will debut at July's Chicago Comic Con, and part of its proceeds will be used to help pay the medical expenses of Vito Carlucci, a friend of Tucci's who has Multiple Sclerosis....For *Shi* fans who need to know when the next quality-filled issue comes out, here's a shipping schedule for the next two: #6 ships May 2nd and #7 ships June 6th.

GIFFEN goes Robot Fighting

Keith Giffen (*Legion of Super-Heroes, Agents of Law*) takes over the writing helm of ***Magnus: Robot Fighter*** with issue #55 this June. "I'm going to strip Magnus down to his raw nerves and then take the book in a different direction kicking and screaming," said the writer. "I'm not going to ignore continuity, but embrace it, build on what [previous series writer] **Tony Bedard** did already in Valiant's future timeline.

"A fellow by the name of **Grey** (Defiant's *The Good Guys*) is helping by redesigning the look of the world, changing it from a Krypton-clone into something distinctly different and unique."

Editor **Teresa Nielsen Hayden** added, "We need this to be a book that is more distinctly science fiction, something where the reader will pay attention to the background and get a sense of place. If that disappears, it's not science fiction, it's people in funny clothes. Keith has a real sense for science fiction and knows how it works; artists **Kevin Kobasic**, Grey, and **Anibel Rodriguez** are all helping display that."



Magnus ™ & © Western Publishing Co., Inc.

Kieth Giffen will be handling the writing chores of Magnus: Robot Fighter.

Plans for the book include the return of the metal dragon that Japan became, revelations about the agenda of the Psi-Lords, and a big surprise for fans this June when the status of one of the major characters changes dramatically.

Giffen is also writing and drawing Valiant's ***Punx*** , a series of mini-series due out in July, that he described as, "A white-hot roller coaster ride with no seat belts or safety bar and somebody who hates you at the controls." *Punx* is linked in some ways to ***Harbinger***, but has Giffen's unique sense of humor stamped onto it. "It's four-color crack," chuckled Giffen. "I want people to read this book and have it be the ultimate head trip—then come back for more. Each issue for the first year will introduce a new major character, one that actually has a purpose to the story."

—Greg McElhatton

DARK HORSE COMICS

Shipping in July is *Star Wars: X-Wing* #1, which starts an ongoing written by Mike Baron, which is about the Alliance's elite space aces, prominently featuring the movie character, Wedge Antilles. It takes place between the destruction of the two Death Star stations....Also in July is the two-issue *Grendel Classics*, reprinting issues #16 and #17, from the 1986-91 Comico *Grendel* series....The Shadow faces off against Doc Savage in July in a two-issue special....*Martha Washington Saves the World*, by Frank Miller and Dave Gibbons, begins the third book of the ongoing saga in October....Renowned underground artist Richard Corben is painting the covers to the *Aliens vs. Predator: War* mini-series starting in May....Bryan Talbot's *The Tale of One Bad Rat* mini will be collected into a trade paperback in October....And don't forget the gala celebration of *Dark Horse Presents* #100 in August, which contains a 14-page Concrete tale that follows up the very first Concrete story from *DHP* #1....Terry Laban's *Cud Comics* is moving to Dark Horse in the fall, on a bi-monthly schedule.

DARK MOON PRODUCTIONS

Three new titles will grace the stands from Dark Moon this summer. *Divine Madness*, due in May, is the story of Kinuni, a mysterious and mystical Native American warrior. In #1, he meets his first challenge, a murderer who calls himself Picasso, using human flesh as his canvas. *Rare Breed*, due in July, starring a band of outlaw superhumans put together by Frank Hobbs, a rogue CIA Agent himself, to fight to save the world from the evil whose sole purpose is to wreak havoc. August's *Psalm* stars a woman with no memory of her past, but endowed with power beyond imagination. Travel with her as she traverses worlds, seeking to understand herself.

DC COMICS

Gearing up for *Detective Comics* #700 in early 1996, there's plenty of Bat-stuff in the works. Late summer's *Batman: Vengeance of Bane II* marks the return of the man who broke Batman's back in the "Knightfall" storyline of 1993, as the two spar again for the first time since then. Also, the eagerly awaited Elseworlds tale, *Batman: Man-Bat* by Jamie Delano and John Bolton, is slated to ship in late '95. *The Batman Adventures* ends with #36 in August to become *The Adventures of Batman and Robin* #1 in September, to be written by award-winning writer Paul Dini, with art by Ty Templeton....Artist Mike Wieringo (*Flash*) begins his run as *Robin*'s penciler with #19 in June....This summer, Superman is tried and convicted by an intergalactic court for the destruction of Krypton this summer. His sentence is to be imprisoned at the heart of the nebula that was once Krypton!...Kieron Dwyer joins the *Action Comics* team as penciler in June's #712, and Ron Frenz joins the *Superman* team as penciler in the fall....This summer, prepare as Superboy meets up with the Legion of Super-Heroes again, for the *first* time! Will he become a member?...After 17 years with the super-team, writer Marv Wolfman is retiring from *New Titans* with #130, the title's last issue. *Titans* will relaunch later, possibly under the helm of Dan Jurgens (who says he's interested in writing and drawing it). Sources at DC say there might be a brand-new team, possibly with Nightwing as the leader.

ENTITY COMICS

Now you can have fun reading comics and playing video games at the same time, thanks to Entity Comics and Epic Megagames! *Nira X: Cyberangel* #4 comes polybagged with a 3.5-inch floppy disk containing *Highway Hunter*—a fast and furious arcade-style shoot 'em up game. *Harriers* #1 comes polybagged with the game *Overkill*, in which you control a space ship bent on getting revenge for the destruction of your homeworld. Both issues will be available in June for just $6.95 apiece.

EVENT COMICS

Ash #4 will feature a double-page pin-up of everybody's favorite fire-fightin' superhero by *WildC.A.T.s* artist Jim Lee. In exchange, *Ash* artist Joe Quesada will contribute a double-page pinup of Zealot in *WildC.A.T.s* #21. But what's even cooler, is that both pieces fit together to make one awesome piece of artwork! Both books ship this June....*Ash* #4 ends with a major cliffhanger that reveals exactly what Ashley is deep down inside.

FANTAGRAPHICS BOOKS

Shipping in June is *Big Mouth* #5, by Pat Moriarity, which tells a load o' tales about Robert Crumb, Jim Woodring, and even Moriarity himself. And hey, it's for you mature readers.

Continued on page 28

Charles Sheffield: Tekno's Mr. Spock

Dr. Charles Sheffield owes his job to Mr. Spock. Sheffield is Tekno•Comix's "scientific adviser," a position that no other comic company can boast.

But then, no other comic company puts out books created by **Leonard Nimoy** (who portrayed *Star Trek*'s science officer, Mr. Spock). "Nimoy felt," said Sheffield, "that if he was going to be involved in a comic book, he didn't want it to be wrong."

While researching for a film project, Nimoy witnessed how the Massachusetts Institute of Technology's Search for Extraterrestrial Intelligence program uses radio telescopes to listen for signals from...out there. He then came up with the idea for *Leonard Nimoy's* ***Primortals***, published monthly by **Tekno•Comix**.

"Leonard didn't want his comic book to be filled with nonsense," explained Sheffield. "He didn't want his story to go against everything commonly believed about science. He didn't want people writing in and complaining.

"I don't know who suggested my name," said the mathematician and physicist, "but I write a lot of both science fiction and science fact. I can look at the comic books and sympathize with the plot line, yet make sure that the science fact is reasonable.

"I do this all the time myself, so it seemed reasonable to do it for the comic book series."

Sheffield is Chief Scientist for the Earth Satellite Corporation, past-President of the American Astronautical Society, and a distinguished lecturer for the American Institute of Aeronautics and Astronautics. He has also published 27 books, 90 scientific technical papers, and more than 90 short stories. One, "Georgia on my Mind," won the 1994 Nebula and Hugo Awards for best SF novelette.

"I keep my hands off the plotline," said Sheffield of his work for Tekno•Comix. "I just offer [changes] that make the science OK. Comic books aren't written for the science. People read comic books for the excitement, for the story. Science is incidental.

"Comic books don't have to be 'accurate.' They are allowed to have science and scientific knowledge that we don't have yet. But they shouldn't contradict what we believe to be true."

—Ruth Morrison

Photo courtesy of Tekno•Comix

Dr. Charles Sheffield is Tekno•Comix's resident scientific adviser

Continued from page 27

FOUR COLOR IMAGES GALLERY
Starting April 24 is a showing of sequential page art from such artists as Adam Kubert, Jim Calafiore, Matt Wagner, Moebius, and more. For more info, call FCI at (212) 431-4234.

HAMILTON COMICS
For those of you who missed the first *Mighty Morphin' Power Rangers* series, all six issues will be collected in a trade paperback, which comes with a special photo cover featuring the popular TV Rangers. It's a $9.95, 152-page book, shipping in May.

HARRIS COMICS
Vengeance of Vampirella #15, Part 2 of Vampi's "Mystery Walk" origin story, features a giant pull-out poster by Buzz (who also drew the variant, one-in-20 cover) and a cover by Chris Berkeley. It ships in June....Three different artists offer their takes on Harris's Rook—specifically, how he went from being a time-traveling adventurer to a mystic warrior—in June's *Rook* #0. Three interpretations of the story "Shiny Baubles" are by Caesar, John Stinsman, and regular *Rook* artist (when the ongoing series begins) Kirk Van Wormer. *V. of V.* and *Rook* will be $2.95 each.

IMAGE COMICS
• **Extreme Studios**
"Extreme 3000" kicks off in August and September with four books—*Prophet, Youngblood, NewMen,* and *Supreme*—forming Extreme's new family of titles. "These four books form the nucleus of the Extreme 3000 universe and will present readers with a tight, consistent world, and defines the look for the Image universe in the distant future," said Marketing Director Matt Hawkins in a press release. Youngblood will police the world of the year 3000, where the 1,000-year-old Badrock has set up dozens of Youngblood squadrons to police the law. The secret society of NewMen consistently plagues Youngblood's "police state." Prophet is contained in a cryogenic capsule in one of these prison states. Descendants of Supreme also figure in the mix....A few goodies are due in July. Look for the *Badrock Annual* ($2.95) featuring a cover by Legend creator Arthur Adams. The *Glory* trade paperback ($9.95) arrives, compiling the heroine's first four issues, with artwork and cover by Mike Deodato Jr. and storytelling by Jo Duffy. The *Extreme Sacrifice* TPB is a nine-comic collection telling the complete crossover tale.

• **Highbrow Entertainment**
Super Patriot: Liberty and Justice #1, by Keith Giffen, Tom and Mary Bierbaum, and Dave Johnson, ships in June. In it, the SuperPatriot meets his illegitimate kids, and they all go off to fight that villainous group, the Covenant of the Sword....Look for *Freak Force* #18, the final issue, to ship in June. As creator Erik Larsen puts it, "Buy it to complete your collection!"

• **Shadowline, Ink**
Shipping in June is *Regulators* #1, by Kurt Busiek, with art by Ron Randall and Dan Davis. This issue focuses on Blackjack, the toughest member of the Regulators, who just happen to be a group of unrepentant supervillains.

• **Todd McFarlane Productions**
Wizard congratulates Terry Fitzgerald on his promotion to Executive Vice President of TMP's toy division, Todd Toys.

• **Top Cow Productions, Inc.**
The July release of the *Cyblade/Shi Special* will feature alternate covers. Cyblade creator Marc Silvestri (*Cyberforce*), will draw one cover, while the other will be done by William Tucci, creator of *Shi*. A percentage of the sales from the special will go to the Comic Book Legal Defense Fund. Silvestri's cover will be his last work seen for an undetermined period because he has announced a hiatus for the remainder of the year to work on a secret comic project. Top Cow Director of Promotions Nicole Merke wouldn't reveal the project, except

REGULATORS ™ & © Jim Valentino

Continued on page 30

SHIPPING IN JULY FROM HARRIS COMICS

VENGEANCE OF VAMPIRELLA®

HARRIS COMICS

THE ORIGIN OF VAMPIRELLA CONTINUES TO UNFOLD IN

THE MYSTERY WALK #3

this July in

VENGEANCE OF VAMPIRELLA #16

PURSUIT

Vampirella and Walker are aided in their struggle against the Progeny assassins by the Offspring. Hunter joins the battle and administers a killing blow to Vampirella!

RETAILERS: For every 20 copies ordered, 1 of the 20 will feature an alternate cover by BUZZ

STIEGOSKI·SHARPE·CAESAR

Cover(s) by

CHRIS BERKELEY, BUZZ

Full color, 32 pages.

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Busiek's Busy Summer

Kurt Busiek won't be experiencing any summertime blues this year, as he recently announced that he'll be involved in three major summer projects.

The monthly creator-owned ***Astro City*** will be coming from Image Comics this August or September, scripted by Busiek (*Marvels*), with interior art by **Brent Anderson** (*Somerset Holmes*) and painted covers by Busiek's *Marvels* partner, **Alex Ross**, who is also involved in character design.

Busiek said *Astro City* will finally bring to fruition a concept he's had for a long time. "As far back as junior high school," he admitted, "I would joke around with my friends about the sorts of things that must go on in superhero universes, things that we never get to see. Lawyers who go into court and have to argue that the murder victim's not really dead but in a death-like coma, [and] supervillains' wives saying, 'Yes, honey, ruling the world sounds fine, but how about fixing the dishwasher this weekend?' Stuff like that. I mean, the adventures of the superheroes are interesting and all, but what must go on behind the scenes is what fascinates me.

"The success of *Marvels* gave me the clout for people to take a proposal like this seriously, and the two are thematically connected. *Marvels* showed what it would be like to live in the Marvel Universe through the eyes of an everyman journalist. *Astro City* will show what it's like to live in a superhero universe through a variety of different perspectives."

Richard Starkings (*Marvels*) will handle lettering and design on the title, with color and separations by **Steve Buccellatto** (*Generation X*).

Also on tap for Busiek is Marvel's ***Untold Tales of Spider-Man***, which begins this summer, with pencils by **Pat Olliffe** (*Warlock & The Infinity Watch*). "The title will be set during the early days of Spider-Man, weaving in and out of established continuity to tell 'unseen' adventures," Busiek said. "There will be new villains introduced, new stories of classic villains, and new supporting characters—or, more properly, greater roles given to some of the those people seen in the backgrounds at Midtown High and elsewhere."

Kurt Busiek, busy beaver.

Untold Tales will be designed for new Spidey readers, Busiek noted, but said that attention will be paid to how the stories fit into existing continuity and promised "some interesting wrinkles in terms of how these untold stories affect modern continuity." Each issue will contain 20 pages of story.

Lastly, ***The New ShadowHawk*** will be an eight-times-a-year title from Image's Shadowline, Ink studio; #1 is scheduled for release in late June. **James W. Fry III** (*Moon Knight*) and **Andrew Pepoy** (*The Night Man*) will be handling the art chores. The book will feature "someone" in the ShadowHawk costume, according to Busiek, "but, in keeping with tradition, it's a mystery who it is. This won't go in anywhere near the same direction as the first run. We'll kick off the first issue with prophetic dreams, the birth of an occult adventurer, an appearance by what may be the 'first' ShadowHawk back in Colonial America, the beginnings of a mob war, and, of course, the introduction of the new ShadowHawk."

Busiek promised an early guest appearance by Freak Force's **Mighty Man**, a goodly selection of new villains, and "a pretty bizarre mystery."

—Jack Curtin

to say that "Marc will be examining new properties for Top Cow." Merke went on to say, "It is important that people realize that Marc is not taking a sabbatical. He will continue to work, concentrating on the animation and this new project." Silvestri will continue to monitor plot development and character direction for *Cyberforce*.

• **WildStorm Productions**

Alan Moore (*Violator*) becomes the regular writer of *WildC.A.T.s* with issue #21 coming in June....Get the tissues out, 'cause *WetWorks* #9, also shipping in June, sees the death of Claymore....The four-issue mini-series, *Spartan: Warrior Spirit*, is written by Kurt Busiek, with art by Mike McKone and Mark McKenna. The leader of the WildC.A.T.s falls in battle and awakens with a wife, a father-in-law who's a scientist, and absolutely no memories of his past. The issue, shipping in July, retails at $2.50....*Team 1: StormWatch* #1 by Steve Seagle and Tom Raney, and *Team 1: WildC.A.T.s* #1, by James Robinson and Rich Johnson, reveal a whole bunch of cool facts about earlier versions of your favorite teams. Both two-issue mini-series begin in July for $2.50 an issue...Join in the summer fun with two hot books. The 48-page one-shot *Voodoo/Zealot: Skin Trade*, by Steve Seagle and Michael Lopez, promises plenty of action and swimsuits! There's also the *WildStorm Swimsuit Special* #2, which stars all those hot WildStorm characters in as little clothing as possible!

KITCHEN SINK PRESS

Will Eisner's *Dropsie Avenue: The Neighborhood* tells the tale of a New York neighborhood where Dutch, Italian, Irish, and Jewish immigrants struggle to survive. This black-and-white 176-page epic ships in June for $15.95....*Taboo* #8 features some frightening tales by P. Craig Russell, David Lloyd, Jeff Nicholson, Greg Capullo, Moebius, and more. This mature readers book is available in June for only $14.95.

LIGHTNING COMICS

If the nude variant cover of April's *Hellina: Taking Back the Night* #1 wasn't enough for you, Lightning has plans for a whole year's worth of buck-naked Bad Girl covers. July's *Hellina: Kiss of Death* #1 (which will be in black-and-white, and not color, as previously solicited, and will include a new Hellina poster), August's *Hellina/Bloodfire: Hellfire Crossover* #1 (featuring Lightning's two premier characters taking out a compound of the cult 7th Day), and December's *Hellina Holiday Special* #1 all feature nude-cover editions. It's all part of the company's Hellina Nude campaign, which may be capped off with a Hellina model kit in 1995 or 1996. This kit may offer two different ways to create Hellina's body.

LONDON NIGHT STUDIOS

Razor spoiler alert! LNS publisher (and TV trivia whiz) Everette Hartsoe has just revealed to us that the fourth and final issue of the *Razor: Burn* mini-series will feature the *death* of Razor! Yes, after a fierce battle with her sister Stryke, the ultraviolent Bad Girl will get a taste of her own medicine. It all happens in June, the same month her regular series changes from *Razor* to *Razor: Uncut*, with issue #15. The black-and-white title will offer pre-death stories "until her story catches up to the time of her death," Hartsoe says. While both books are $3, *Razor: Burn* #4 will be polybagged with a tarot card, and *Razor: Uncut* #15 is for mature audiences.

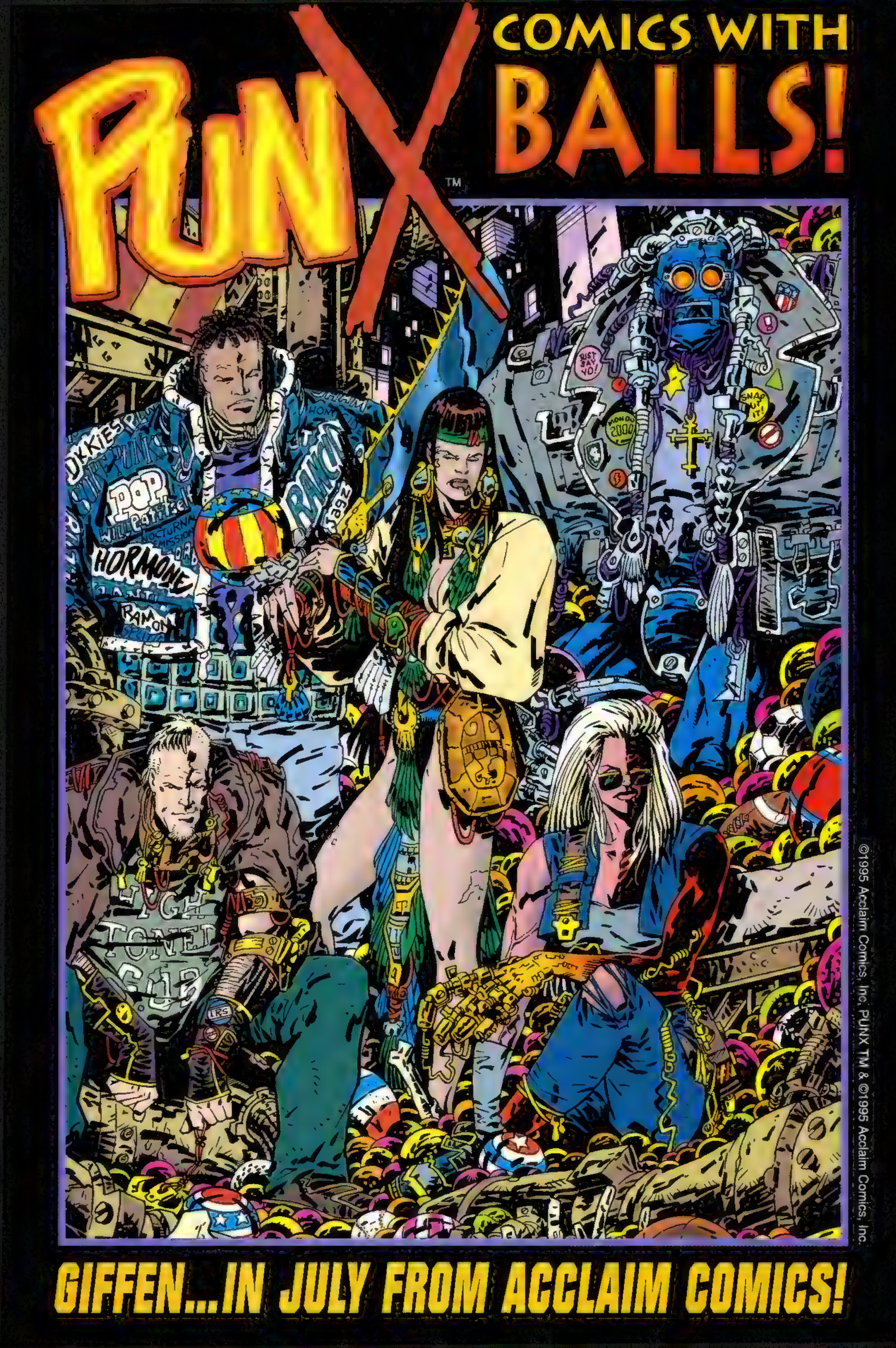
MALIBU COMICS

John Staterna debuts as regular penciler of *Prime* with #24 in June....The *Mortal Kombat: Baraka* one-shot ships in June, featuring the inhuman mutant....Debuting in June is the six-issue bi-weekly *Codename: Firearm*, featuring an all-new Firearm. #0 is co-written by David Quinn and Marv Wolfman, with each going solo with every other issue. Also, each ish will have a backup story featuring the original Firearm, written by his creator, James Robinson. The new Firearm has two different costumes designed by *UltraForce's* George Pérez....Originally scheduled in April, *Strikeback! Special* #1 will ship in July.

MARVEL COMICS

The X-book carrying over from "The Age of Apocalypse" story will be *X-Man*, the first post-timeflip issue of which will ship in May...."Maximum Clonage"(no joke) runs though the Spider-titles in June, as

Continued on page 32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Comico and Elementals Return

With the demise of Defiant and quite a bit of downsizing at Marvel and Valiant, it may be surprising to learn of the return of another comics company that has been absent from the market for a few years. **Comico** returns in June with plans to publish at least 30 issues during 1995.

While Comico's successful superhero comic, *Elementals*, has been on hiatus, the company has been preparing a media blitz and lined up creators including **Alex Ross** (*Marvels*), **Geof Darrow** (*Hard Boiled*), **Art Adams** (*Monkeyman & O'Brien*), **Dave Gibbons** (*Give Me Liberty*), **Alan Davis** (*Clan Destine*), and **Simon Bisley** (*Lobo*) to relaunch this June in what could evolve into one of 1995's success stories. The relaunch will continue through the summer with one new title per month.

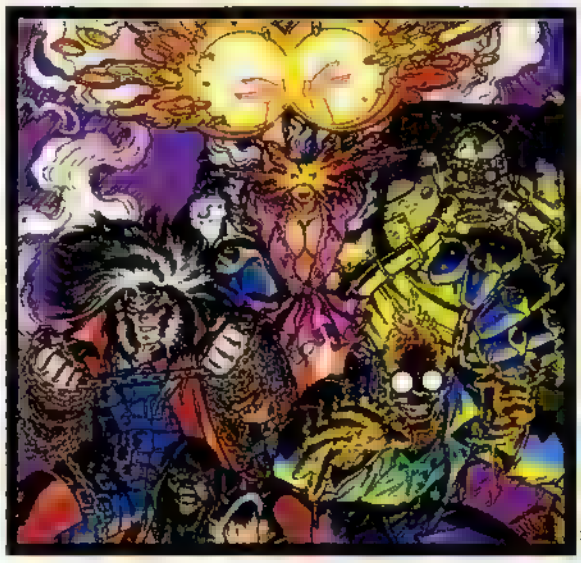
Oblivion, written by CD-ROM game designer **Jack Herman** with art by **Andy Dimitt**, is the first six-issue mini-series to begin in June. The premise is a "summit meeting" between Heaven and Hell that evolves into a war.

Elementals, which at one time shipped in numbers equal to many of Marvel and DC's superhero comics, will return to comic stores this spring in both monthly form and graphic novel form when ***Elementals: Ghost of a Chance*** is published. Ross is doing the cover for this graphic novel, while *Elementals* creator **Bill Willingham** writes, and *Star Wars* artist **Tony Akins** provides the art.

Bisley also lends his hand in promoting ***Red Dragon,*** a new comic with art from Akins. A press release describes *Red Dragon* as "the extremes of Quentin Tarantino, the weirdness of David Lynch, the mayhem of Hong Kong cinema, and the adrenaline rush of arcade action games."

While many companies have planned such publishing schedules before, Comico is committed to getting its products out on time, as all of these comics will already have been completed before solicitation.

—Henry T. Colonna



Comico returns with the Elementals *and* Oblivion *(above).*

TRU Studios is Jammin' with Death

Ever wonder what your favorite comic artists think about death? Now is your chance to see for yourself, and help a worthwhile charity at the same time.

Faces of Death, a new limited edition, 750-copy "jam" print from *Trollords* publishers TRU Studios, is a compilation of 70 of the industry's hottest comic book artists, each providing their own original depiction of death. All profits from the 19-inch by 25-inch, black-and-white $10 print will be contributed to the Ronald McDonald House, which benefits families of children who are seriously ill and hospitalized. TRU's **Scott Beaderstadt** and **Paul Fricke** unveiled the print at the Mid-Ohio Comics Con in November.

Contributors include: **Terry Gilliam** (of Monty Python fame); Golden- and Silver-Age great **Alex Toth**; **Dave Sim**; **John Byrne**; **James O'Barr** (*The Crow*); **Don Simpson** (*Bizarre Heroes*); **Howard Chaykin**; and **Berke Breathed** (*Bloom County*).

The jam print will also appear in this summer's *Trollords Classics* reprint trade paperback. According to Beaderstadt, an equally impressive line-up of creators have already signed on for *Faces of Death II*, due in the fall, schedules permitting.

"We've got a lot of new people signed on for the second print," Beaderstadt said. "**Bernie Wrightson**, **Sergio Aragonés**, **Walt Simonson**, **Jeff Smith**, and **Neil Gaiman** have agreed so far. And we're still contacting others to contribute as well. We'll probably unveil *Faces of Death II* at this year's Mid-Ohio Con since the first one was so well received last year."

—Gary St. Lawrence

Continued from page 30

the whole clone saga comes to a close. But not too much of a close, as September is "Scarlet Spider Month," which is celebrated with *Amazing Fantasy* #16 and *The Adventures of Peter & Mary Jane* #1 (of 4). It is unclear as to what the featured stories will be....Speaking of Spidey, it looks like *Marvel Team-Up* is back in business with the announcement of *Spider-Man Team-Up* #1, shipping in August. More on this one as it comes in....The Starjammers from the X-books gain their own three-issue mini in August....Warren Ellis and Mike Deodato Jr. become *Thor*'s new team this summer with #491....Conan relaunches (again) in June with *Conan* #1 by Larry Hama (*Wolverine*) and Barry Crain, and *Conan the Savage* #1 by Chuck Dixon, Roy Thomas, Alcatena, and Tim Conrad....In June is the debut of Marvel's Alterniverse, including *What If?* and the new ongoing *Ruins*, which takes a look at an alternate, darker future of the Marvel Universe, as seen through that world's Phil Sheldon (the photographer of the *Marvels* series)....In July's *Daredevil* #343, DD gets his old red costume back....In August is a crossover story within *Iron Man*, *War Machine*, and *Force Works* that will be illustrated by *Force Works* and *Aquaman* artist Jim Calafiore. Word has it that it will feature the mysterious Century. More on this as it becomes available. Calafiore also has an *X-Men 2099* annual on tap for this summer....In September, *Avengers Unlimited* launches, as does an *Avengers: Year One* bookshelf series.

MAXIMUM PRESS

Based on the '70s TV show, *Battlestar Galactica* #1 picks up with Adama dying and Apollo assuming command over the fleet. Plus: they finally find Earth, but is it too late? It's slated to ship in July, by Rob Liefeld, Robert Napton, and Karl Altstaetter....July is "Zero Month" with *Black Flag* and *Warchild*, which, according to a press release, is "a perfect jumping-on point for readers."

MILESTONE MEDIA

After Milestone's *The Long Hot Summer* crossover ends in July, Milestone will debut two new titles, one of them to be written by *Shadow Cabinet*'s Matt Wayne. We'll reveal more details on these titles as we get them....If you read this by early May and have a hook-up to America Online, you may be able to participate in Milestone's major "Long Hot Summer" forum event. Milestone folks like Editor-in-Chief Dwayne McDuffie will be "speaking" to fans through cyberspace, answering questions and offering scoops on the company's future projects. It all happens on May 3, at 7 p.m. E.S.T., in the DC Online network's auditorium, so check it out!

MIRAGE STUDIOS

Due to a major water leak, Mirage lost a ton of important information and artwork. Because of this, a number of books have been postponed. Those included are *Casey Jones & Raphael* #2-#5, *Construct* #1-#5, and *Teenage Mutant Ninja Turtles* (vol. 2) #9-#13. Mirage will begin resoliciting these books starting in August.

NOW COMICS

In May's *Green Hornet* #46, can the Green Hornet and Kato get rid of the bombs in Trendle International Airport? Pick it up and find out....Also in May, *Syphons Annual* #1 hits the stands, bringing the Syphons in to locate and neutralize a doomsday device. Both will be hitting the stores in May.

RIVAL PRODUCTIONS

Look for more state-of-the-art 3-D computer backgrounds in *Eye of the Storm* #3 this June. This is the issue where all of the characters are pretty much established, and the team truly comes together for the first time.

SANCTUARY PRESS

Normalcy goes out the window for two "regular" people when they realize they're malevolent killers in *Heresy*, Sanctuary's full-color vampire and werewolf title coming out this fall. More details when we find 'em out.

TOPPS COMICS

X-Philes rejoice! *The X-Files Special Edition* collects the hard-to-find *X-Files* #1-#3, and ships in June for $3.95. In July, there's an *X-Files* trade paperback collecting the first six issues.

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In Memoriam: Don Heck 1929-1995

Veteran comic-book artist Don Heck, the original penciler of ***Iron Man*** and one of the premier artists for ***The Avengers***, both for Marvel Comics, died February 23, at the age of 66. The cause was lung cancer.

After beginning as a production artist at Harvey Comics in the 1940s, Heck went freelance, picking up work at a variety of publishers. In 1954, he began work for Atlas (Marvel's name at the time) on war, Western, romance, and mystery titles. In 1957, he went through an 18-month hiatus when editor Stan Lee had to cut back staff, but later returned to replace the deceased Joe Maneely.

Heck's first superhero assignment was the original Iron Man strip in ***Tales of Suspense* #39**, working over character designs by Jack Kirby. He worked on Giant-Man and Thor as well, but it's his long run on *The Avengers* that fans most remember. In that period, Heck had a reputation for drawing the best-looking women in comics, a reputation built on his depictions of such heroines as the Scarlet Witch, the Wasp, and the Black Widow.

Personal setbacks, including the death of his wife and a string of illnesses, resulted in an admitted decline in the quality of Heck's work in the mid-1970s, although his professionalism never suffered—he met every deadline and completed every assignment. The turnaround came at the very end of the '70s, when editor Len Wein assigned him to *The Flash*, in which Heck contributed a 16-issue run in issues #280-#295.

He was capable of self-deprecating humor. *Marvels* writer **Kurt Busiek** recalled an interview in which Heck said, "I've been doing this comics stuff for 35 years now, and y'know—I think I'm starting to get the hang of it."

Fellow *Avengers* artist **George Pérez** summed up Heck's place in the industry this way: "He was unappreciated in so many ways—but I know that he knew a whole generation of artists revered him for the deceptively simple storytelling style he managed so well. He was one of the grand old men who helped me mold my future. Memories of his work will always inspire me and bring a wistful smile to my face."

Heck was still active in the industry prior to his death. Recent assignments included work on the Topps "Kirby-verse" character Night Glider, and completely redrawing an early Iron Man story when Marvel discovered it no longer had file copies available for reprinting.

—Patrick Daniel O'Neill

UP & COMING

PAUL PELLETIER

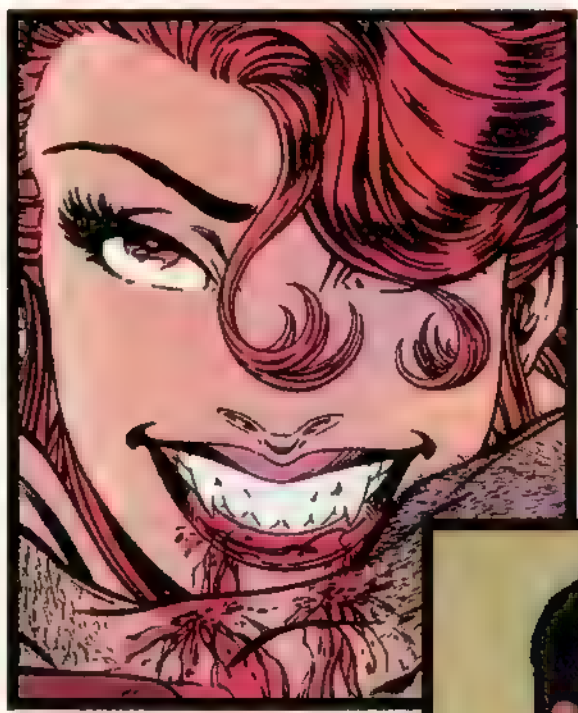
Paul Pelletier claims that "sooner or later I'm going to have to take a break." But the 25-year-old penciler who ran straight out of high school and into comic book prominence on the strength of work in such titles as DC's *The Outsiders*, Malibu's *Ex-Mutants*, Marvel's *The Incredible Hulk*, and, coming shortly, DC's *Green Lantern*, is quite happy to be in demand.

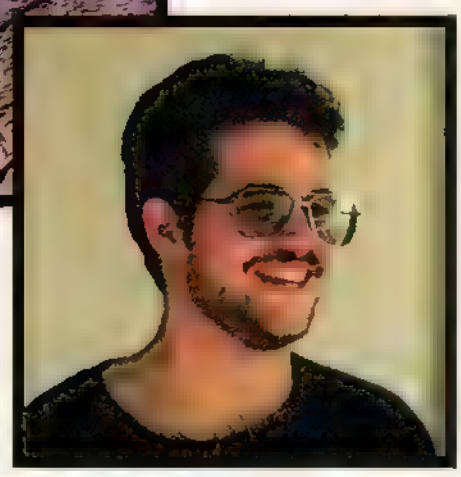
"I can't complain," says the happy camper. "It beats working 40 hours a week in a shoe factory."

Pelletier, born, raised, and still living in Maine, states that there's a reason the phone keeps ringing. "The main thing is that I'm very good with deadlines. I also tend to have a pretty clean style and I try to concentrate a lot on storytelling. I get a lot of calls from writers who tend to like that in me."

The pencil pusher, an X-Men-Iron Fist-Alpha Flight kind of kid, had one "basic art course" in high school before deciding, "What the heck, I'll make a go of it."

Pelletier bypassed the usual "send out samples and hit the conventions" route by making inroads with the Maine-based Zen Comics, Hammock Publications, and Alpha Publications on such titles as *Zen, Intergalactic Ninja*, *Wayward Warrior*, and *Totem*. "I was pretty much the only person in the Maine area pursuing comic book art. Everybody else I knew kind of gave up on it. Plus, I was willing to work real cheap and [without a firm assignment]."





Paul's grunt work bore fruit when the people at Aircel Comics got wind of his talents and offered him a gig on *Demons' Tales* #1-#4. This led, in turn, to a call from Malibu and *Ex-Mutants* #1-#9 and *Exiles* #1 assignments. Marvel followed, offering Pelletier back-up work on *The Incredible Hulk* #406-#412 and *X-Force* #37.

"Then I got a call from DC," he relates, continuing the odyssey. "They started me out with a fill-in issue on *Darkstars* #10. Then I was given *The Outsiders* and have done issues #1-#19. After that, I'm going to get three issues of *Green Lantern* and then, who knows?"

Pelletier, who has also had a stopover at Image co-founder Jim Lee's Homage Studios where he created cards for upcoming WildC.A.T.s and Spawn sets as well as pinups for *Gen*[13] and *WildC.A.T.s*, points to his *Outsiders* work as his current greatest hit. "I think the last four issues were particularly good. I felt like I really nailed the characters with those issues. Early on, I thought my *Totem* stuff was real good. I tend to think my more current stuff is my best work."

Though a fan of comics, Pelletier marvels at the fact that people can take comic books so seriously. "I like it that people can be serious enough to get into the characters but I think, sometimes, they can take the whole thing a little too far. After all, it's comics books. It's not like it's life or death or anything."

—Marc Shapiro ☆

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WILDSTORM RISING™ PART 5

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#1

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Cover by Barry Windsor Smith

WILDSTORM PRODUCTIONS

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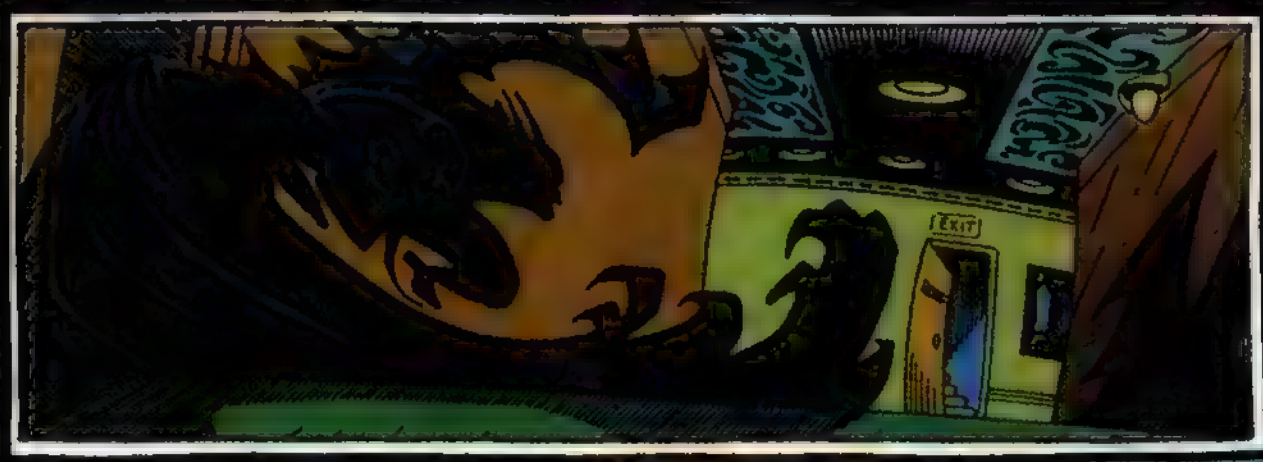
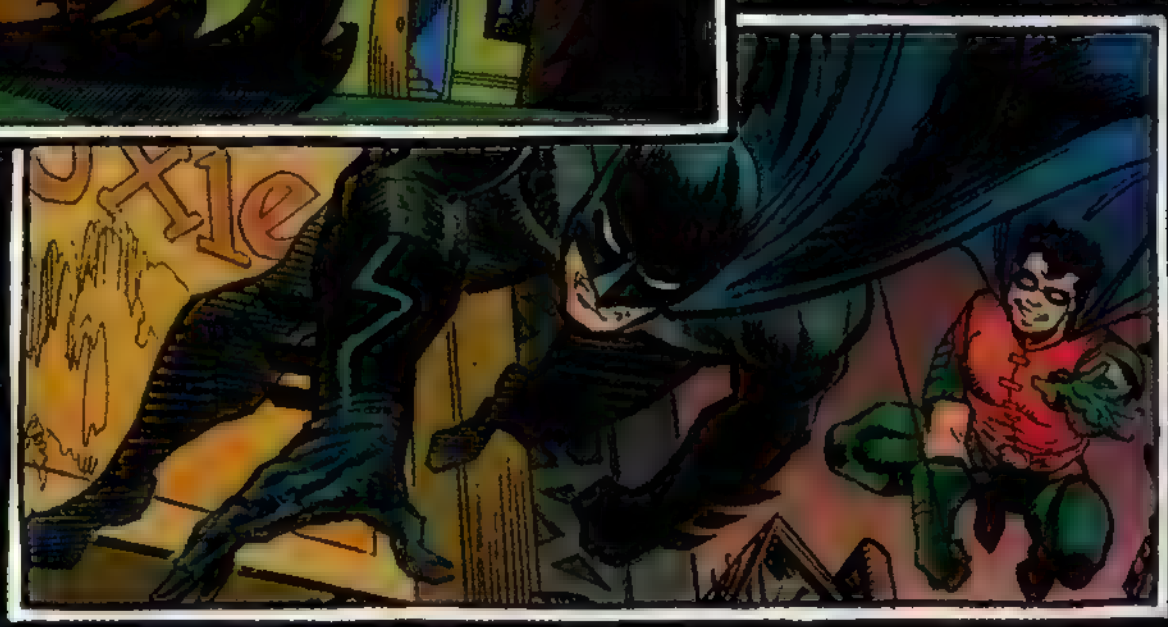
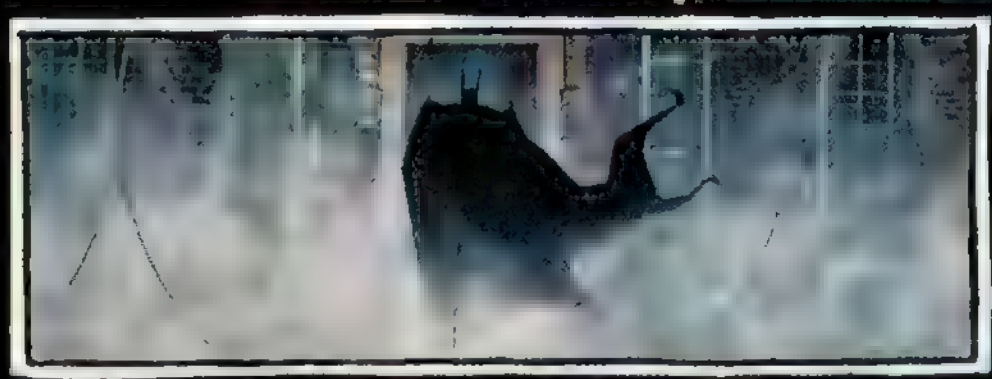
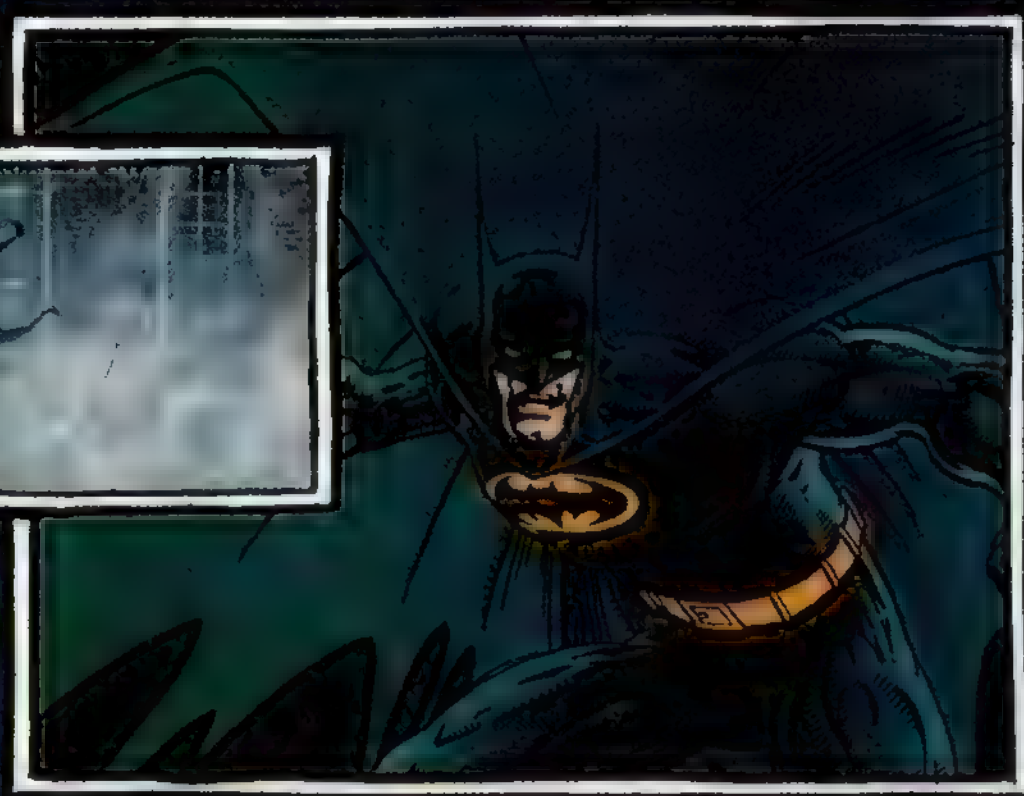




In the Shadow of the Bat

The men behind the Dark Knight discuss *their* Batman, how Bruce Wayne is no Clark Kent, and why Alfred is more important than Robin.





By Jack Curtin

BATMAN and all related artwork and characters ™ & © DC Comics

The many faces, and artistic impressions, of the Dark Knight.

"He is perhaps the only genuine hero amongst all of them," Alan Grant says. "People say Batman is this dark, vengeance-driven, obsessed character, but that's not Batman to my eyes. That's just the fuel which drives Batman. The trauma of his parents' death is what motivates him and forces him to go on, but what makes him Batman is a decision. He took a decision to be a good guy, which is a decision in life not too many people do take. He is a self-made character. He didn't get superpowers, he's not a cyborg, he made a choice to be what he is. He is motivated by the terrible thing that happened to him when he was a kid, but that's not the thing that defines his character. What defines his character is his decision to do something."

Well, yes, agrees Doug Moench, although "I don't see Batman as being crazy, but I do see him as being obsessed. The obsession is not with revenge for his parents being killed, it's the obsession of a guy who went through the most horrible experience you can imagine, both parents being shot dead before his eyes, and he has been so affected by this—feels the trauma of that so deeply—that he is obsessed with making sure that no one else ever has to go through that. He is trying to prevent the same thing from ever befalling anybody else, rather than just getting revenge on all bad guys just because a bad guy killed his parents. I think that's a crucial difference."

Chuck Dixon brings the most startling nuance of all to the discussion. "My vision of Batman is perhaps a little meaner than the others. He's alone and he always will be alone. He keeps a distance from everyone, from all the people in his life, and that's the crux of it. The way I differ from most interpretations is that I think that, because he suffered his great trauma as a child, he reacted as a child. Putting on a costume, fighting crime at night in the guise of an animal—that's part of what makes him so enduring, but it's such a simple, childish, reaction to what happened to him. He responded in that horrible moment and it set the course for his life: I won't be afraid, I will become scarier than they are. It was the wish of a child."

These three are the keepers of the vision as the writers of the three main Batman books from DC Comics—Grant on *Batman: Shadow of the Bat*, Moench on *Batman*, and Dixon on *Detective Comics*.

And in the benevolent dictatorship that is the Batman Universe, the vision belongs to Bat-editor Denny O'Neil, who has held the editorial reins for the Dark Knight since 1986.

"Denny *is* Batman," says Jordan B. Gorfinkel, O'Neil's associate editor. "In our universe, he is the Master." But while O'Neil is the guiding force behind one of the finest archetypal characters ever, he tends to wield his influence in a looser, albeit just as effective, fashion.

"Denny makes it very clear to all of us how things work and what the vision is," says Gorfinkel, "and then he trusts us to get it right and keep it right. It's difficult sometimes to find the kind of writer he likes to work with, someone who is totally independent, who can meet with the editorial team and get a general overview of where we are headed for the next six months or so and then go away and, every 30 days, deliver a full script which is absolutely perfect."

Talent for the Game

His current writers "are among the most talented writers in comics or any other field," O'Neil said in recent comments on DC Comics Online, the publisher's America Online program, proceeding to characterize each by his strengths. "Doug Moench...has a classy prose style, an infallible sense of structure, and he does good action. Chuck Dixon...is the best action writer in the business at the moment. His stories move right along, and his sense of pacing is phenomenal. Alan Grant...is terrific at characterization...[and] he has a nice sense of the mythic aspect of our characters."

Grant has technically been a Bat-writer for the longest term, beginning his run with *Detective Comics* #583 and #584 in 1988, which he wrote with then-partner John Wagner at O'Neil's invitation. "Denny told us he'd been reading our Judge Dredd stories in [the British comic] *2000 A.D.* and wanted to see if we could bring the same brand of strange villains we'd created there to Batman," Grant recalls, "and he liked what we did enough to give us another assignment, [which was] a year's run on *Detective*. John and I split up midway through that, and I've been here ever since."

It is Moench, though, who has been affiliated with the character over an extended period of time. He did a run from 1982-87, during which he wrote both *Batman* and *Detective* for then-editor Len Wein, then came back to do the five-part "Prey" storyline with Paul Gulacy in *Batman: Legends of the Dark Knight* #11-#15 (1990). He's been writing *Batman* since issue #481 (1992). "Denny wanted to make a clean sweep when he first took over the Bat-books," he says, "and I ended up doing some other things for a while. I was delighted when he asked me to come back."

Dixon is the new kid on the block, entering the Batman Universe with the first *Robin* mini-series in 1990-91 and taking over *Detective* as of issue #644 (1992), in addition to scripting the regular *Robin* monthly, which began in 1993. "I had seen Denny about a year before I got the first *Robin* assignment," he explains, "but I really didn't think I'd made that much of an impression. It turns out, though, that he'd been very impressed with my work on [Eclipse's] *Airboy*, and he thought I'd be the right person to write about a younger hero."

Opposing Reflections

The trio of Batman writers have distinctive writing styles and apparently such divergent views on many social issues that politics have been banned as a topic for discussion, according to Dixon's comments in a recent interview (*Wizard* #44), but their perspectives on Batman, as their comments on the character's origin which opened this piece show, appear to be more matters of emphasis than serious chasms.

Inside Batman Forever

By Cindy Pearlman

Holy Bat-fit. Chris O'Donnell was examining the costumes one day on the set of *Batman Forever*. Wham! He came upon one piece of wardrobe that was even more frightening than the Joker teaming up with the Penguin. The new Robin held a pair of green tights in his hands and shook his head.

"From then on, there became a rule: my Robin would not wear tights. I look horrible in them anyway," says O'Donnell, primed to play Batman's youthful ward, who will wear an armor-type suit.

And that's not the only Bat-change in this highly anticipated movie, opening June 16. Michael Keaton is out as the Caped Crusader; Val Kilmer is now the boss of the Batcave. Nicole Kidman is Gotham's new Bat-babe.

Jim Carrey takes on the role of the Riddler, while Tommy Lee Jones is playing Two-Face, as both try to bring an even mixture of Nicholson-esque insanity to *Forever*. Two-Face's minions are Bad Girls Drew Barrymore and Debi Mazar as Sugar and Spice. Even Batman's costume has been revamped to make it less clunky, more modern and hip.

So while Kilmer was getting fitted for his new Bat-outfit, Tommy Lee Jones was prepar-

ing for Two-Face. "I really couldn't wait to do a Batman [film]," Jones says. "My son brought me the comic books and showed me this Two-Face character. My son was Batman for Halloween. If I didn't do the part, my boy would have been pretty mad."

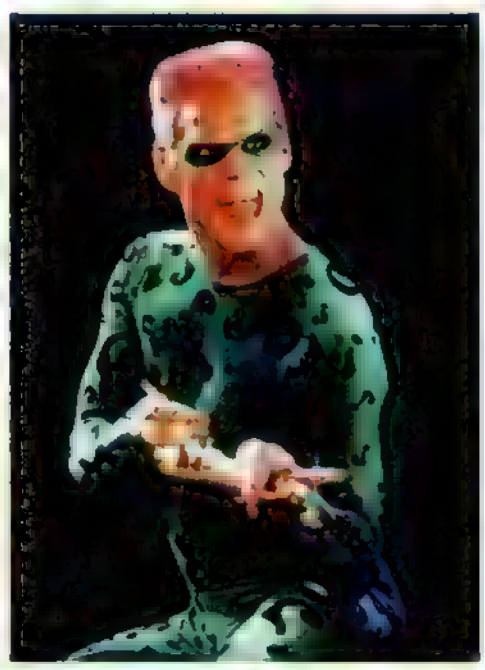
Carrey is also overjoyed with his role. "I *am* the Riddler," he says. "This is my childhood dream come true. I'm gonna whip Batman's butt. You'll need a pet detective to find the bat."

Behind the scenes, Carrey didn't consult with the original Riddler, Frank Gorshin. "I didn't allow him on the set. No way!" Carrey says, pretending to be mad. "This Riddler is mine, mine, mine." Likewise, O'Donnell didn't get advice from TV Robin Burt Ward.

As usual, *Batman Forever* is shrouded in Hollywood secrecy. New director Joel Schumacher (*The Client*) admits, "I want Batman to be a little funnier and less dark. The TV series had a lot of humor in it that was missing from the first two films." The director adds that those who doubt Kilmer's abilities should remember this: "I recall when it was announced that Michael Keaton was playing Batman before the first film and everyone said, 'Michael Keaton? No way that will work out.' And those people were proved wrong, as will Val's critics."

Adding to the mystery, O'Donnell won't even say how Robin shows up at millionaire Bruce Wayne's house. "Read the comic books. If you're a comic book nut, then you'll know. It's just like the comics," he says. O'Donnell will cop to the fact that Robin wears leather as Dick Grayson and drives the Batboat, but not the Batwing plane. "The movie is like being in an amusement park," he says.

And so far, what a ride. In the *Batman Forever* trailer released in late February, Kilmer is riveting as a younger and far sexier Batman. So is O'Donnell (*Scent of a Woman, The Three Musketeers*) as his sidekick Robin, complete with a buzz haircut, sideburns, and a diamond earring. "This is Batman for the '90s," says O'Donnell.



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"Doug and I are on opposite ends of the political spectrum, and Alan sort of bounces back and forth between us because his viewpoint is more modern. Doug — but I get [illegible] present a problem. If we ever do come upon a story idea which would ultimately suffer because of our different views, we just don't do it. Maybe sometimes it's like trying to have Mickey Spillane and Raymond Chandler collaborate on a story, but we work it out."

The lengthy "Knightfall" and "KnightsEnd" storylines, and the "Prodigal" coda which followed, consumed most of 1992-94 and helped define Batman for the '90s. The result, the writers agree, is that both they and the fans have a firmer understanding that Batman is Bruce Wayne and that his choices to never use a gun or take a life, rather than making him some sort of superhero wimp, are in fact the very things that make him heroic.

Dixon says that this new perspective on the character is exemplified by "the same kids that would come up to us at a convention a year or two ago and say why doesn't he just kill the Joker and get rid of him, now coming up and saying that it was really cool the way Batman fooled Lady Shiva into thinking he killed that guy and the way he maintains his code of honor."

However, counterpoints Moench, there are those who still long for a less personally [illegible] Batman. "We [illegible] letters from people who obviously favor guns [illegible] all one [illegible] way, we take into account people like [illegible] now. But it has nothing to do with that. A young boy saw his parents killed in a mugging and he hates guns. It's not a political stance, it has nothing to do with the NRA, nothing to do with the rights to have guns for hunting or whatever. It's just that this particular guy, having gone through this traumatic moment, hates guns and will never touch a gun. It's part of the character's [illegible] and angst."

Who Wears the Mask?

If Bruce Wayne is now [illegible] the once and future Batman, one suspects that his persona may well be the next aspect of the ongoing mythology to undergo a notable transformation. All three writers share essentially the same view of the millionaire playboy, and it isn't exactly a ringing endorsement. "In a strange kind of reversal, Bruce Wayne is actually a mask that Batman puts on, rather than Batman being a mask that Bruce Wayne puts on," says Grant.

"To me, the real guy is Batman," agrees Moench. "From the moment his parents died, the young Bruce Wayne dedicated himself to becoming something else. Bruce Wayne is the pose, Batman masquerades as Bruce Wayne in order to facilitate his work as Batman."

The problem, Dixon acknowledges, is that the hero's alter ego is really not very interesting. "Bruce Wayne is a very shallow masquerade. Wayne [illegible] Kent, [illegible] Kent gives Superman a way of belonging to a family, of not being alone in the world, to have family and friends. Bruce, on the other hand, keeps to himself. He doesn't want anybody knowing his secrets, he doesn't want to belong. Batman has never put the effort into developing Bruce's personality that he should. And we're going to try and redress that, because he's really sort of a dull character as he is. I'd say that Michael Keaton's portrayal in the first Batman movie is close to what we're going to be striving for, a guy who's sort of distracted all the time."

Not only would a more interesting Bruce Wayne be another high-potential element for the writers to work with, Grant contends, but his presence could facilitate interaction with Batman's steadily growing supporting cast. "My personal fear is that it's sometimes too easy to have Batman become kind of a regular crime-fighter," he says, "one of the boys. I don't like that at all when he becomes too friendly with other people. Of late, we've had both Batman and Robin interacting with a lot of other characters like Harvey Bullock, Lt. Montoya, Hardback Bock, Gordon's wife. Now, all these are good characters in their own right, but I think they should be used in subplots, showing us what's going on in the police department and [illegible] rather than interacting directly with Batman or Robin. I personally prefer Batman's relationship with the police force to be completely [illegible] Commissioner Gordon, for example, [illegible] seen him without the mask [illegible] but he's a clever guy and [illegible] out if he really wanted to, but [illegible] Bruce [illegible] has made a conscious decision [illegible] know this. That seems to me the only sort of person Batman would be comfortable with."

Moench and Dixon, on the other hand, are more [illegible] the opportunities that the presence of a familiar supporting cast creates. "I don't think you can ever have too many good characters," argues the former. "The only problem might be that you don't have enough space to devote time to all of them, so some might slide away without you even noticing. I enjoy writing them, and I particularly like Bullock — but then, I created him."

"I like all the cops," says Dixon. "I've been adding cops to the series right from the start. I enjoy those kinds of characters anyway, and since we deal with straight crime stories, more or Detective than they do in the other books, I guess, it's only natural that I'd put my own stamp on things." Dixon is preparing to write a four-issue *Batman: GCPD* miniseries about the Gotham cops, to be illustrated by veteran Bolland and current Green Arrow artist Jim Aparo. It should appear late this year or early in 1996.

Life never seems easy for the Caped Crusader.

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The Importance of Being Alfred

The one supporting character everyone agrees is essential to the series is Alfred, Wayne's loyal butler, who has been missing since the end of 1994's "KnightQuest" storyline. All are delighted, therefore, that the Grant-scripted one-shot, *Nightwing: Alfred's Return*, will ship to stores in late May.

"Alfred is absolutely vital to the stories," Grant claims. "Batman depends on Alfred, and I'd say he is the most important secondary character, even more important than Robin. The reason is that Alfred understands—he may not understand how he can do it—but he understands that Bruce has to be Batman. He is a hero on a smaller scale, because he's devoted his life to serving a hero. Alfred is the perfect foil for Batman and provides practical help as well."

"I've certainly missed Alfred," agrees Moench. "In his absence, we've tried to do scenes about how Bruce really didn't know how to do a lot of things without Alfred, and didn't realize how much he really depended upon him, so that he's begun to realize that Alfred was not just the guy who did the laundry and cooked the food. He misses Alfred's input and wisdom. Alfred is very much an arch, a dry-witted anchor for Batman, someone who brings him down to earth when he's getting too obsessed, too dark, too focused on doing what he does as Batman.

"I have a fond spot for Robin, of course, and I think that he and Alfred and Batman are an inseparable trio, when you get right down to it. Writing stories without Alfred have been a pain. First of all, I love writing Robin-Alfred scenes. The first time I realized I had a handle on the Bat-world was when I wrote a Robin-Alfred scene and liked it. It's such a great relationship: they can both talk about this weirdo they hang around with."

A Story for Everyone

Writing Batman for a living, with or without Alfred, is clearly one of the dream assignments in comics. Furthermore, why is it that, as seen every month by the quality of work in the Bat-anthology, *Batman: Legends of the Dark Knight*, almost everyone who gets a crack at the character seems to produce an outstanding bit of storytelling?

"I would say that every writer and every artist has that one great Batman story in him," says Grant. "In that sense, I think he's very similar to Tarzan, who was one of the characters I wrote when I first started in comics. One's in Gotham City and one's in the jungle, but both of them know exactly what they're doing, and that's very appealing to a writer."

Moench touches upon an aspect of the character that many people don't often think about. "Batman is a great character because he is so primal, so elemental, so believable. Who he is and what he does is very unlikely, admittedly, and we push it to the very limit, but it is still possible to believe that a guy could be that smart, could train himself to be like that. The thing I think really adds to the appeal of writing a Batman story is Gotham

Above: "Bruce Wayne is actually a mask that Batman puts on, rather than Batman being a mask that Bruce Wayne puts on," says Alan Grant.
Left: The one supporting cast member that everyone agrees is indispensable, Alfred Pennyworth

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City. To me, Gotham is always one of the characters in the story and is probably the best milieu available in comics. The only comparable location I can think of was the nameless city in which Will Eisner's Spirit lived. And I very much like the '30s New York in which the Shadow operated. But Gotham has everything they had—and more."

For Dixon, it is a matter of the fundamental appeal of Batman, something that is being manifested daily right before his eyes. "My son is two-and-a-half and he is thoroughly enamored of Batman," he says. "Sure, Batman's sort of a member of the family, he's around all the time in one form or another, but it's something more than that. He's responding exactly the way I did when I was a kid. As for why writers all seem to want to do a Batman story, I think that's because he can be adapted into all sorts of situations. I'll bet that 99 out of 100 Elseworlds proposals are probably Batman proposals, just because you can do anything you want with him. I mean, I've done Batman as a pirate, Batman as a samurai—you can tell any kind of story you want and still retain everything about him that is important. What more can you ask of a character?" ☆

Jack Curtin is a freelance writer based in Philadelphia, Pa.

The Last Batman Story

Each of the Bat-writers were asked: Suppose the phone rang one night, and it was boss Denny O'Neil. And he said to you, "Look, DC Comics has decided to stop doing Batman comics. You [Alan, Doug, or Chuck] have been selected to end it all, to write 'The Last Batman Story.'" What would you do?

Alan Grant laughs, "The first thing I'd have to do is say, 'Denny, you're kidding me.'" Then, after a pause, "He wouldn't die in it. The last Batman story would be just another good Batman story that would end with a long shot of Batman silhouetted against the moon and the Gotham skyline. A standard shot, with a caption that said that the last Batman story could never be told. There are more stories out there; we're just not going to tell them."

Chuck Dixon has much the same reaction, but with some further thoughts. "I guess Batman would just keep on being Batman, doing what he's doing. He's not going to stop," he agrees. "But I think Tim Drake would at some point stop being Robin and go off and have a normal life. Dick Grayson wouldn't do that, and Jason Todd probably wouldn't have, but Tim is a guy who might very easily one day say, 'OK, I don't want to do this anymore, I'm not getting a kick out of it anymore.' And he would just stop. I guess what I'm saying is I could write the 'Last Robin Story.'"

Doug Moench disagrees. "Batman would have to very heroically die at the end of the story. It would have to be a very tragic but heroic story, a story of the ultimate sacrifice. It would represent everything that Batman has ever been, taking it right over the edge. There's no other way that I could end it."

Of course, O'Neil has his own answer. "I could end it if I had to," he says. "I know how it all ends. There's a little secret that writers have: we keep the complete biographies of our characters in our heads. I know many little secrets about Batman that I've never revealed, but I know them because I've had to think about this one character for so long.

"So I have my own theory about how Batman will end up, and when. It's a rather benign theory; I don't think he's going to come to a particularly ugly end, though that's always a possibility. It's clear in my head that at some point he will stop doing this, and either pass it on or retire the cape and cowl, because he's human, he's very human. I don't think that would be an end to his crimefighting, and certainly not to his attempt to help the world, but at some point, if he survives, the way he does [these things] will have to change rather radically."

As a matter of fact, O'Neil confesses, the ultimate tale has already been told. "Once upon a time," he says, "I wrote what was, in my own mind, to be the final Batman story [*The Brave and the Bold* #159]. When I left DC to go to Marvel back in the '70s, I thought to myself that the story I was doing was the last Batman story I would ever write. I knew damned well that Julie Schwartz would publish Batman stories the month after I left and the month after that, but I didn't care. I didn't have to read them. As far as I was concerned, this retired the character. In that story, I killed off Ra's al Ghul, and Batman and Talia walked off into the sunset together. I had no reason to believe that I would ever return to Batman. In my own little private mythology, that ended it."

—Jack Curtin

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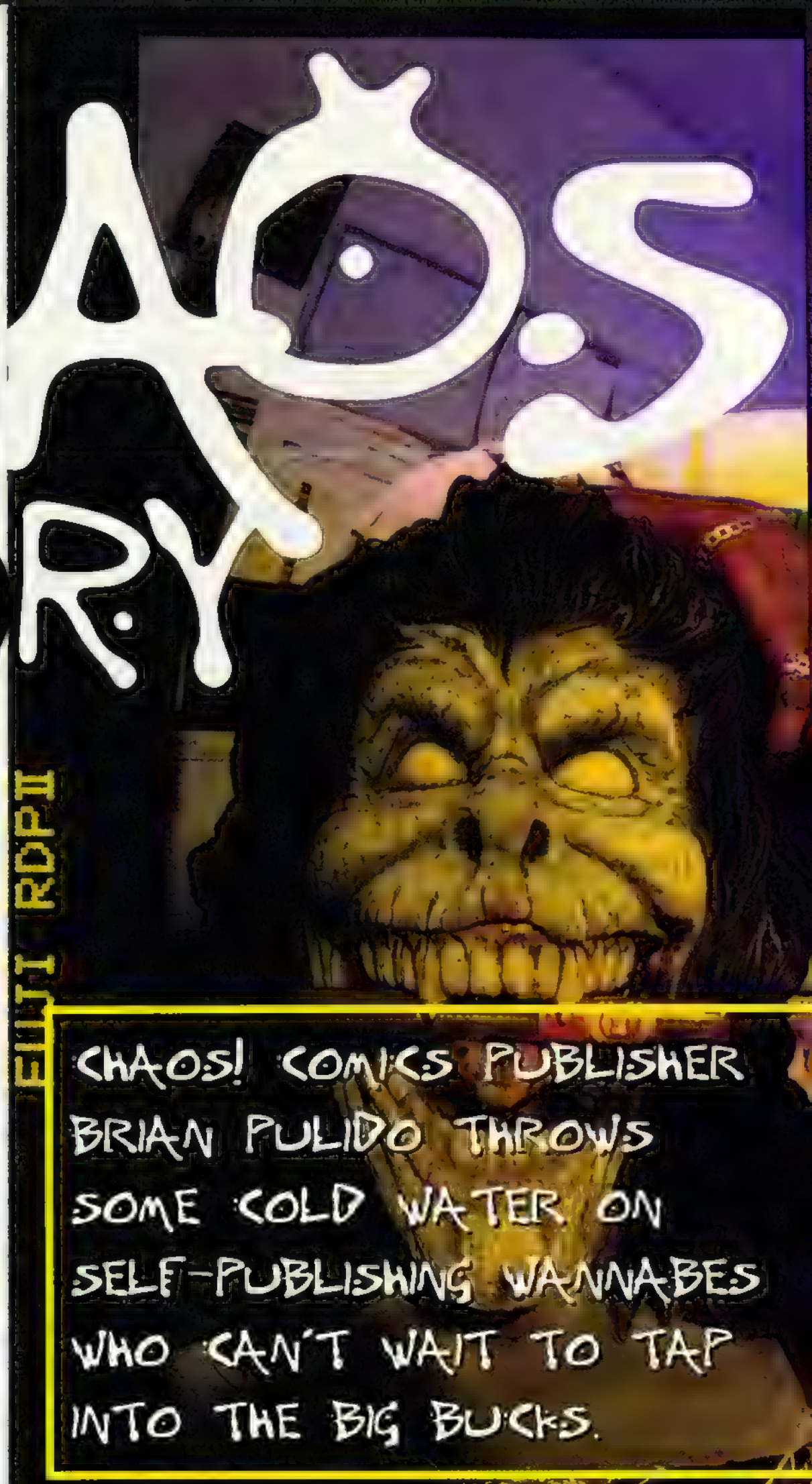

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CHAOS! COMICS PUBLISHER BRIAN PULIDO THROWS SOME COLD WATER ON SELF-PUBLISHING WANNABES WHO CAN'T WAIT TO TAP INTO THE BIG BUCKS.

Chaos! Comics publisher Brian Pulido offers one key bit of advice to anyone who wants to be a self publisher: Don't Do It.

"To become a self-publisher is insane," he says. "You have to be out of your mind. Your stress level is going to be teetering on overdrive. I experienced perpetual insanity for a year-and-a-half."

Under only one condition would he recommend doing something so nuts, he emphasizes. "To be a self-publisher, you'd better want to. You have to have a vision that you feel so strongly about that if you didn't do it, you couldn't go on. There are too many obstacles and too many conventional people who will tell you it can't be done."

Pulido admits that there are great benefits to doing it yourself, as he started doing when he published the second *Evil Ernie* mini-series, and then *Lady Death* and others. "The creative freedom is a big advantage," he says. "We love that we get to create without distractions and interference. It's also neat to see our comics embraced by the comics community, which is probably the most important thing to us." Another reward comes from meeting their many fans nationwide, including several rock stars.

Even so, the drawbacks to self-publishing far outweigh the advantages, he warns. "The publisher is liable for everything," he explains. "If you succeed, you benefit. If you fail, you lose a lot of money. You're on the firing line 24 hours a day. If there's a printing problem at midnight, you're going to hear about it. You're going to give up a certain part of your life to have that creative freedom."

In explaining what he sees as the key points to becoming a self-publisher, Pulido stresses that his experience and opinions in no way represent the only successful approach. Each rule has a creator-publisher who broke it and profited. Many decisions depend on the creator's philosophical approach to the market and the publisher's goal, such as producing one book or creating a full line.

The market has changed dramatically since Chaos! formed nearly two years ago, he notes. "May 1993 is 100,000 years ago," he says, citing that year's enormous glut of comics. "It's a different world today." A major contraction in the amount of products being released today, and new players with huge promotional budgets, have created a market in which small publishers can be easily overlooked. Also, the recent developments with the industry's distribution companies—most notably, Marvel's going exclusive with Heroes World—could potentially make it even tougher for a new company to get its books out there, let alone successful on the shelves. "It's absolutely tougher and more difficult to enter the market now than when we did it," he says. "It's not even close."

Chaos! began when Pulido and co-founder Steven Hughes were working on the follow-up to their successful black-and-white *Evil Ernie* mini-series, published by Eternity, an imprint of Malibu Comics. Desiring more promotion of and personal dedication to their efforts, the two decided to do it themselves. "I was reluctant, but Steven said it was my destiny," he says.

All artwork and characters depicted ™ & © Brian Pulido

From left to right: Artist Steven Hughes, Chaos! Publisher Brian Pulido and Vice-President Francisca Pulido.

"To become a self-publisher is insane!"

By Craig Shutt • Photographs by Jon Gipe

laughs. He saw something he liked in Hughes's work, went to Boston to meet him, and they've been together since. "In this field, it's hard to be a writer without an artist," he says. He suggests that beginners attend lots of conventions, see who's coming up, and connect with as many people as possible. "You can't replace the personal touch."

From the beginning, the two have worked with an agreement that spells out payments, rights, reprint fees, rights in other media, which other creators (inkers, colorists, etc.) have rights, and other key elements. The agreement for individual issues includes both deadline requirements and performance penalties if the deadline is missed, barring acts of God.

Pulido used money from his Eternity series to hire an attorney to craft an agreement, which has been supplemented since then. He suggests that new publishers search for and hire their own attorneys to draw up agreements for freelancers, and that they should also look at all the available types of agreements and pick out the parts that suit their individual publishing styles.

When starting up, he says, "I tried to rely on as many experts as possible who I didn't have to pay." Fortunately, his best friend is a financial analyst, and his brother-in-law is an entertainment lawyer. "Ask questions of anyone you know who can help you," he suggests. "You'd be surprised where you will find help."

The first requirement for establishing your rights, he notes, is to copyright and trademark your characters. For more details, see the article "TM & ©" in *Wizard* #43.

Here are the key areas Pulido focused on to start publishing:

EDUCATION

Pulido's entrepreneurial reluctance stemmed from his total lack of knowledge about publishing. "I had absolutely no qualifications whatsoever to become a comics publisher," he laughs. "None. I couldn't tell you what a line screen or a color separation was."

To solve that, Pulido did what he stresses any potential self-publisher must do: Learn Everything You Can. He started by determining how a comic is produced and what each person in the channel needed, from creators to retailers. "Don't try to be an island or pretend you know it all," he says. "Ask for help. Lots of people are kind enough to offer really excellent advice.

"I'd be lying if I said I had it all figured out before the first book printed," he admits. "It took a lot of ass-whippings in the first six months for me to learn what I know. A lot of it has to be experienced. Education beforehand is a key, but you'll never be done learning things in this industry."

Every self-publisher has the best source of information right at his fingertips, Pulido adds. "Your comics shop owner will give you more education than 15 other people," he says. "Ask him what's selling and what he'd like to see on the stands. The retailer knows what's going on." This becomes even more important in today's market, he notes. "We still call and talk to a lot of guys, both big and small. The market is changing every minute."

FINDING TALENT

Pulido and Hughes met after Pulido advertised in the *Comics Buyer's Guide* for an artist. "Steven was the 72nd person to respond," Pulido

SETTING A BUDGET

Once your creative team is lined up, you have to determine costs. Key factors will include payments to talent (including inkers and colorists), overhead (including overnight mail services or faxes), phone bills, product listings in distributor catalogs, advertising and promotion, color separations, printing, shipping, and paper costs (the latter of which, incidentally, are currently skyrocketing).

The major area over which the self-publisher has control is color separations—because black-and-white publishing is an option. "We considered black-and-white for about five minutes," Pulido says. "We felt it was absolutely necessary to be in four-color to compete. Even now, black-and-white is tough." But that didn't stop *Bone* creator Jeff Smith or many others, he notes. "It's a gamble. Color enhances the marketability, but it costs a lot of money."

What to charge for your comic can't be looked up in a book,

either, he adds. "It's a tap dance. Obviously, you have to cover your costs and find your break-even point." Beyond that, he explains, it's a philosophical question of determining how high to go before too many readers resist.

When Chaos! began, it was reasonable to expect a color book priced at $2.50 to break even selling about 20,000 copies, he says. Some self-publishers have told him their break-even point was lower; others have said it was twice that high. "There's always unknown stuff creeping in that costs money. You have to pad any budget to account for the things you haven't thought of."

SELECTING A PRINTER

Printing costs account for a major part of the budget. That expense, in turn, depends on the printer and its services. Pulido says there are two types of printers: Those that print comics for a living, and those that tell you that they *can* print comics.

Publishers should look at the total package being offered by the printer, he suggests. He also says that having all printing services combined in one house can decrease problems when starting out. The printing breaks down into three segments. The first is pre-press operations, which can include color separations. The second involves the quality of printing offered. The final one concerns shipping, which involves actually sending the finished printed comics to those parties who ordered them, whether it's by trucks or first-class mail. "Shipping ability is very important," Pulido says, as some printers don't understand the complications involved with shipping comics to the proper distribution locations, causing extreme problems, like missed ship dates, lost books, and inaccurate shipment numbers.

Pulido talked with approximately 15 vendors before selecting a printer, and he sometimes uses other printers for special jobs. For most publishers, the decision will come down to balancing a printer's experience against the price being offered. "In those cases, I vote for experience—then hammer them for price," he laughs.

If color separations are being handled by a different vendor, the publisher should have several firms each provide a few pages' worth of separations to test their quality. "It's a tough thing to do, because it costs money, and self-publishers don't have much," he admits. The need for such experimentation should be considered in the budget. "You need to build in room for a few failures."

DISTRIBUTORS

Being accepted into distributor catalogs, like Diamond Comics Distributors's *Previews* or Capital City Distributors's *Advance Comics*, comes next. "You have to show the distributors that you can produce a reasonable, quality product that can sell to their accounts and to readers, and you have to display that you can produce it on a consistent basis," Pulido says.

In Chaos!'s case, Pulido and Hughes had a head start due to their track record on their first mini-series. They also had more than two issues of the new series penciled before they decided to self-publish. Even then, they didn't solicit their first comic until seven months after they talked with distributors. Their promotional package included covers to the entire mini-series, penciled pages for the first three issues, and written background on their story approach and direction.

Pulido also suggests advertising in the major distributor catalogs, even if that's the only promotion that can be done. "Advertising when the book is coming out will support the retailers' efforts to sell it," he agrees. "But first, you need to showcase yourself to the retailers, because you don't have a base of readers."

FIGURE ON OVERPRINTING

Once distributor orders are in and you're ready to print your issue, Pulido suggests overprinting by at least 10 percent. "If you print to your orders, you're avoiding any risk, but you're also not investing in yourself," he points out. "It doesn't give you any way to grow your readership."

Overprinting ensures retailers can fill sales as interest grows. It also provides inventory for sending copies to the media, doing signings, going to conventions, and other promotions. "If you don't believe your comic can grow, who will?" he asks. Incremental print-

Tips from other self-publishers:

Terry Moore
***(Strangers in Paradise*, Abstract Studios):**

"Number one, be honest. Is your book really good? If not, nothing's going to work." He points out that "your popularity comes from the fans, but the orders come from the stores and the distributors. You need to get to know them very well and stay close to them. If they believe in you, they'll work with you and pull you along." He also suggests that new publishers focus on the book first and promotion second. "Going to cons won't make you a hot comic creator, but doing a great comic will."

Jeff Smith
***(Bone*, Cartoon Books):**

Smith has been asked for his secrets to success so often that he's created a Tip Sheet. His two key points: Know Your Market and Go to the Library. "A self-publisher's ability to find out facts and do his own research is critical," he says. His best decision was to keep the early issues in print, he adds. "If I hadn't done that, *Bone* never would have grown beyond the first 3,000 readers." Although he could afford color—and he thinks its absence holds down the size of his audience—he won't add it. "I grew up on comic strips, and I like black-and-white."

William Tucci
***(Shi*, Crusade Comics):**

"Be prepared for a lot of work, and be prepared for Murphy's Law. Don't rely on what other self-publishers tell you. Do as much research and work on your own as you can, because everyone's experience is different." You've also got to be honest about your own ability, he says. "If you're not the best at writing or drawing, get someone else to do that part."

Martin Wagner
***(Hepcats*, Double Diamond Press):**

"Create from the heart. Don't try to follow anyone else's lead or fill a niche. Start out with mini-comics, your college newspaper, a local city alternative paper, or even free copies you distribute at conventions—anything that puts you in the public arena and gets you feedback." Concerning finances, he suggests, "Pay attention to the business end closely. In my first three to four years, I needed to be more organized and more on track with what was coming in and going out." Finally, he stresses, "Be reliable, no matter what [your book's] frequency is. Fans will be loyal if you're there when they expect you to be. I've had to learn that myself."

Chris Crosby
***(Snap the Punk Turtle*, Super Crew Comics):**

"Take your promotional money and aim it directly at the retailers, not at the fans. You'll reach the fans by reaching the retailers." Also, he says, "One of the best things I've done is deliver my books on time. You've got to earn the trust of the fans and retailers."

James Owen
***(Starchild*, Taliesin Press):**

"Keep in mind that you are both the creative force and the marketing force. You have to budget your time to maintain your creative output while also doing the trade-show route. You have to get a bit ahead, because your output will taper off during convention season. I've tried working during shows, and I've never once gotten a line drawn in a hotel room."

ing prices make it relatively cheap to print another thousand copies or two at various abstract points, he adds.

SECOND PRINTINGS

Pulido doesn't favor second printings, preferring to publish trade paperback collections. His background comes from video and movies, which makes him lean toward doing mini-series with a break between each that offers an opportunity to collect the story in one volume. Others, like *Bone*'s Smith, prefer additional printings of early issues, which Pulido also thinks has validity. "It depends on your philosophy and approach to comics. I think many of these things can be done in a variety of ways."

ENHANCEMENTS

Well-known for using chromium and velvet covers, Pulido doesn't recommend them to everyone. "Enhancements without a good comic book don't mean jack," he says. "New publishers have to convince retailers and readers that they want to read the comic. Our cover enhancements worked for us, but ours were incredibly unique." He also points out that the added expense can dilute the desire to overprint. That happened with his own first chromium cover on *Lady Death* #1, which had to be printed to orders due to the high cost.

Self-publishing ain't all that bad—you get to play with cool markers and stuff.

SHIP ON TIME

A first issue isn't the end of the process, it's the beginning, Pulido stresses. "You need to establish a track record for being consistent. It's crucially important to have stuff in-house and ship on a reasonable schedule."

A monthly schedule makes the biggest impression, and bi-monthly is a good alternative, he says. Quarterly books have a harder time of keeping an audience, especially with continued stories. On the other hand, a monthly book means three issues will be ordered and printed before readers see the first issue.

"Being the entrepreneurial outlaw psychopaths that we are, we believed in going out with our guns blazing," he laughs. "That means that by the time the first issue came out, we had four issues in the can." In part, he notes, that was due to his "unique relationship" with Hughes. "We pooled our early fees to make sure we got it going well. It paid dividends down the road."

Pulido points to William Tucci's *Shi* as using a different successful strategy. Tucci published his first issue, then waited three months so that issue #2 was ordered as the first issue came out. But, Pulido warns, just be sure retailers know that gap will narrow with later issues.

LICENSING

"I don't go after licenses, licenses come to me," Pulido says. "Self-publishers should worry about making a good comic book first. The rest will follow." New publishers definitely don't want to be saddling retailers with products that they can't—or won't—sell, he points out. Even trading cards are "vastly more complicated" than comics, involving film, collation, and packing out. "I wouldn't recommend publishing trading cards, but I know people who are doing it," he says. "There are no rules that can't be broken."

MISTAKES

Any publisher who believes that it's all uphill after their first comic book comes out is fooling himself, Pulido says. "Success at one point doesn't guarantee success for the rest of your life," he states. "You're always on the diving board jumping. There's a certain momentum you can gain, but it doesn't get easier. Each issue is new, and new challenges develop as a company evolves."

Mistakes will happen, and the stress level will be high, he cautions. "The learning curve to get a first book out in six months is virtually vertical," he says. "You have to learn quickly, and you have to have 20 hours a day to devote to it. Forget about sleep, and take your vitamins. At some point, you're going to be faced with decisions that mean the whole ball of wax, and you're going to have to decide what to do. It means a lot of sleepless nights and judgment calls."

He also warns against manufacturing enthusiasm. "Readers know if you care about your comic book. They know if you're being honest or if you're faking it. They can smell it a mile away when it's not real. So you might as well be honest and do what you love." At Chaos!, he says, "we don't do comics for a living; we do comics to live. We love comic books. There isn't a cooler art form."

Pulido knows he hasn't been the voice of confident reassurance to new self-publishers. Even so, he hates to think he might discourage anyone completely. "If you're entering the market right now, you are completely insane," he says. "But more power to you. We broke the rules, and if I had it to do all over again, I would. So it's hard for me to say that others can't. If you have faith in your vision, you can succeed." ☆

Craig Shutt is a freelance writer based in Chicago, Ill.

X-O™ HEATS UP!

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BART SEARS
ANDY SMITH
RAY KRYSSING

VALIANT®

BIRTH-QUAKE™ AFTERSHOCKS!

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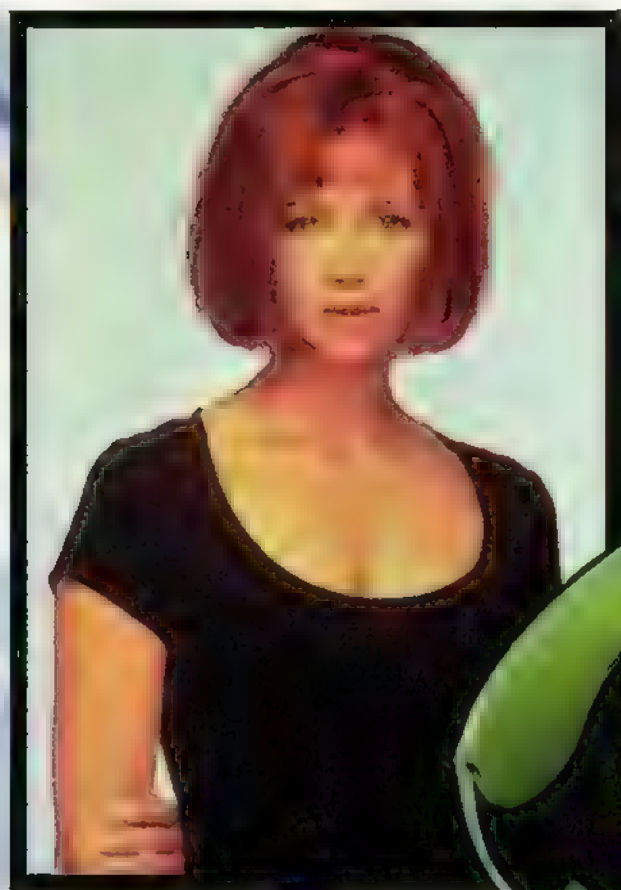
Wizard casts the Gen[13] movie!

Casting Call 4

Y'know, comic book fans would kill to see their favorite characters grace the silver screen. And since there seems to be more and more of these comic-related movies stuck in pre-production limbo, heck, we figgered we should take another stab at castin' these babies.

So, hey—Gen[13]'s pretty popular, right? So why not make it easy for those Hollywood jokers? The flick'd be directed by Phillip Noyce, who directed such screen gems as *Clear and Present Danger* and *Patriot Games*. And special FX would be handled by Industrial Light and Magic (of course). And the stars? Glad you asked...



FAIRCHILD
The *überbabe* of Gen[13] would be played perfectly by Lauren Holly from *Dumb and Dumber* and TV's *Picket Fences*.

BY A BUNCH OF *WIZARD* STAFFERS

GEN and all characters and artwork shown ™ & © Aegis Entertainment Inc. All photos Everett Collection

FREEFALL

Beverly Hills 90210's Tiffany-Amber Thiessen could easily play this valley girl.

BURNOUT

The resident fireball could be done some justice by Mark-Paul Gosselaar, known for his role as Zack in the TV show *Saved by the Bell*.

RAINMAKER

Casting Call semi-regular Tia Carrere of *True Lies* and *Wayne's World* would make a really cool Rainmaker.

GRUNGE

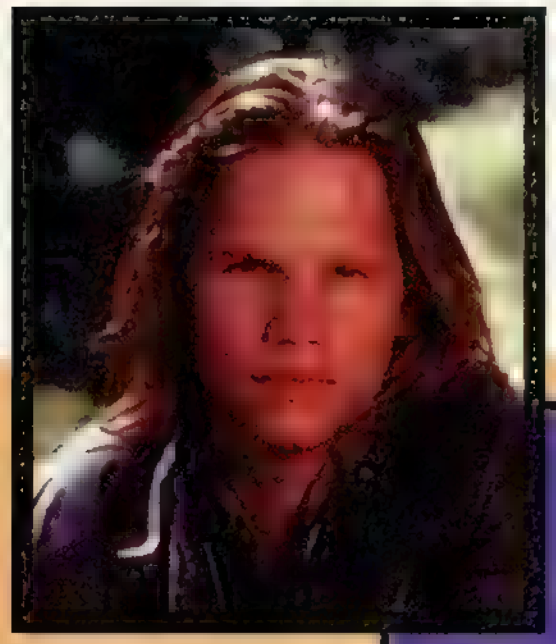
This one proved so tough to cast that we asked *Gen13* artist J. Scott Campbell who he had in mind. His ideal guy? Jason Scott Lee of *The Jungle Book* and *Dragon: The Bruce Lee Story*, although he'd have to bulk up a lot.

LYNCH

The tough-guy mentor of the gang is the spitting image of tough-guy actor Clint Eastwood, star of a zillion films like *Unforgiven* and the Dirty Harry flicks. Clint's probably got the scars an' everything.

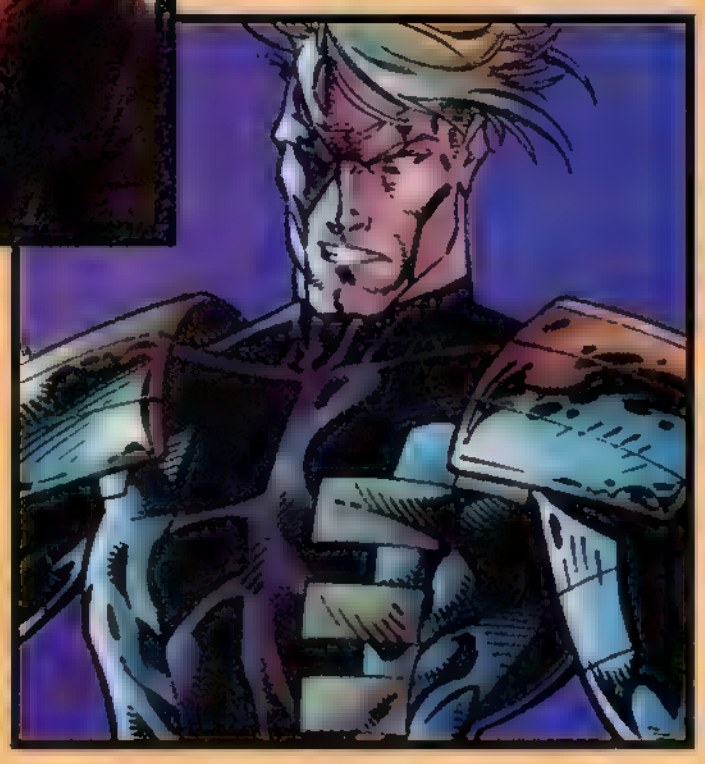
IVANA BAIOL

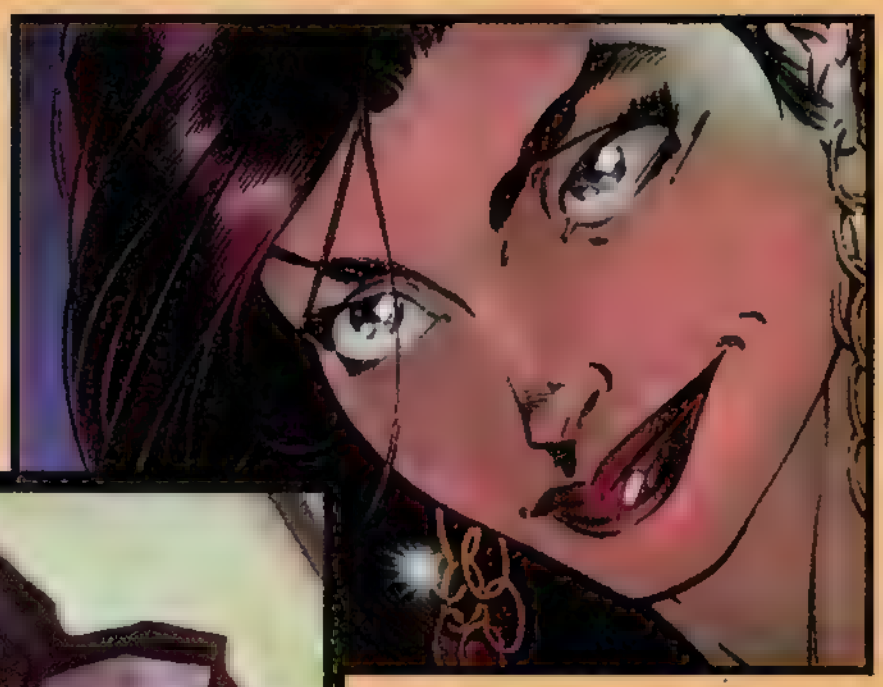
Emma Samms, from the soaps *Dynasty*, *General Hospital*, and (ugh) *Models Inc.*, would play the diabolical director of International Operations.



MATT CALLAHAN/ THRESHOLD

The bratty brother of Bliss would be played to a T by Jack Noseworthy, who appeared in *The Brady Bunch Movie* and stars in MTV's *Dead at 21*.





NICOLE CALLAHAN/BLISS

Hailing from the TV show *Friends*, Courteney Cox is perfect for the manipulative Nicole.

And that'd do it. Now if we can get those Hollywood types to get offa their duffs and actually *do* something with this stroke of genius, they'd be rakin' in the dough! ☆

Only trusting each other as far as they can throw 'em, the Wizard staff members wonder if Galactus ever ate a planet that went down the wrong way.

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STAR WARS THE EMPIRE STRIKES BACK

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CONTEST

Thongs Are Good!

What's the only thing better than Lady Death? Yup, putting Lady Death in some sorta shoelace-resembling swimsuit, and that's what your job's gonna be, but first, here's what we're coughin' up for prizes:

Grand Prize (One winner)

One overly-hormoned youngster will have his or her submission professionally drawn by Lady Death artist Steven Hughes, and it will see print in the upcoming *Lady Death in Lingerie Special* coming in August (Hey!). We'll also hand this lucky person an original piece of framed Lady Death art by Steven Hughes, spotlighting the winner's original swimsuit design!

Second Prize (24 winners)

A copy of the *Lady Death II: Between Heaven and Hell* #1 Premium Edition signed by its creative team: creator/writer Brian Pulido, artist Steven Hughes, and colorist Jason Jensen.

Third Prize (10 winners)

One of those limited-edition, extra special Lady Death beach towels, for a flood of Summer fun!

So what exactly do you haveta do to win that stuff? Simple. Just give us an original drawing of Lady Death in some hot swimsuit design, on a sheet of 8″ x 11 1/4″ unlined paper or posterboard. Remember, your art can be in any medium—oils, crayon, line art, ketchup, etc.—but neon inks just won't print.

Also, make sure your rendition is tasteful, 'cause any and all entries that the judges deem to be obscene will be immediately disqualified! (Of course, cool, non-obscene ones that make the male judges drool are definitely *in*!) And keep in mind that we're lookin' for original, creative, *different* pieces of art—not just beautiful ones!

One more important piece of info: **we need to receive your entry by no later than June 9, 1995!** That doesn't give you much time, so get movin' NOW!

When you're done with your masterpiece, fill out the official entry form below, attach it to the back of your artwork, and mail that bad boy off to:

Lady Death Swimsuit Contest
c/o Wizard Press
PO Box 118
Congers, NY 10920-0118

WIZARD®

CHAOS! COMICS

Don't fold, bend, or roll your artwork, and mail it flat to avoid damage. And this contest expires June 9, 1995, so sharpen your crayons and get designing today! The lovely Ms. Death (sigh) wishes all you artist zombies luck!

LEGAL CRAP THAT NOBODY READS

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Chaos! Comics, their immediate families, and anybody who has enough free time to read this fine-print crap to see what stupid little jokes we stick in every month. Why would you care? Print your name, date of birth, address, city, state, zip code, and telephone number with area code on the official entry form or a three-by-five-inch index card, and attach the form or card to the back of your art entry. Mail each entry to Lady Death Swimsuit Contest, c/o Wizard Press, PO Box 118, Congers, NY 10920-0118. Enter as many times as you like. No mechanical reproductions will be accepted. All entries become the property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. Any and all entries that the judges deem to be obscene will be automatically disqualified. Decision of the judges is final. You actually read this far to get to the second joke? Who do you think we're talking about when we say, "Too much free time"? **All entries must be received at contest headquarters by June 9, 1995—HURRY!!!** Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Wizard Press and Steven Hughes will select the winners based on the creativity, originality, and quality of the submitted artwork. The judging will be conducted on June 10, 1995

For a list of winners, available after July 14, 1995, send a stamped, self-addressed envelope to Lady Death Swimsuit Winners, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just keep watching *Wizard*!

Lady Death ™ & © Brian Pulido

ENTRIES DUE BY JUNE 9, 1995!

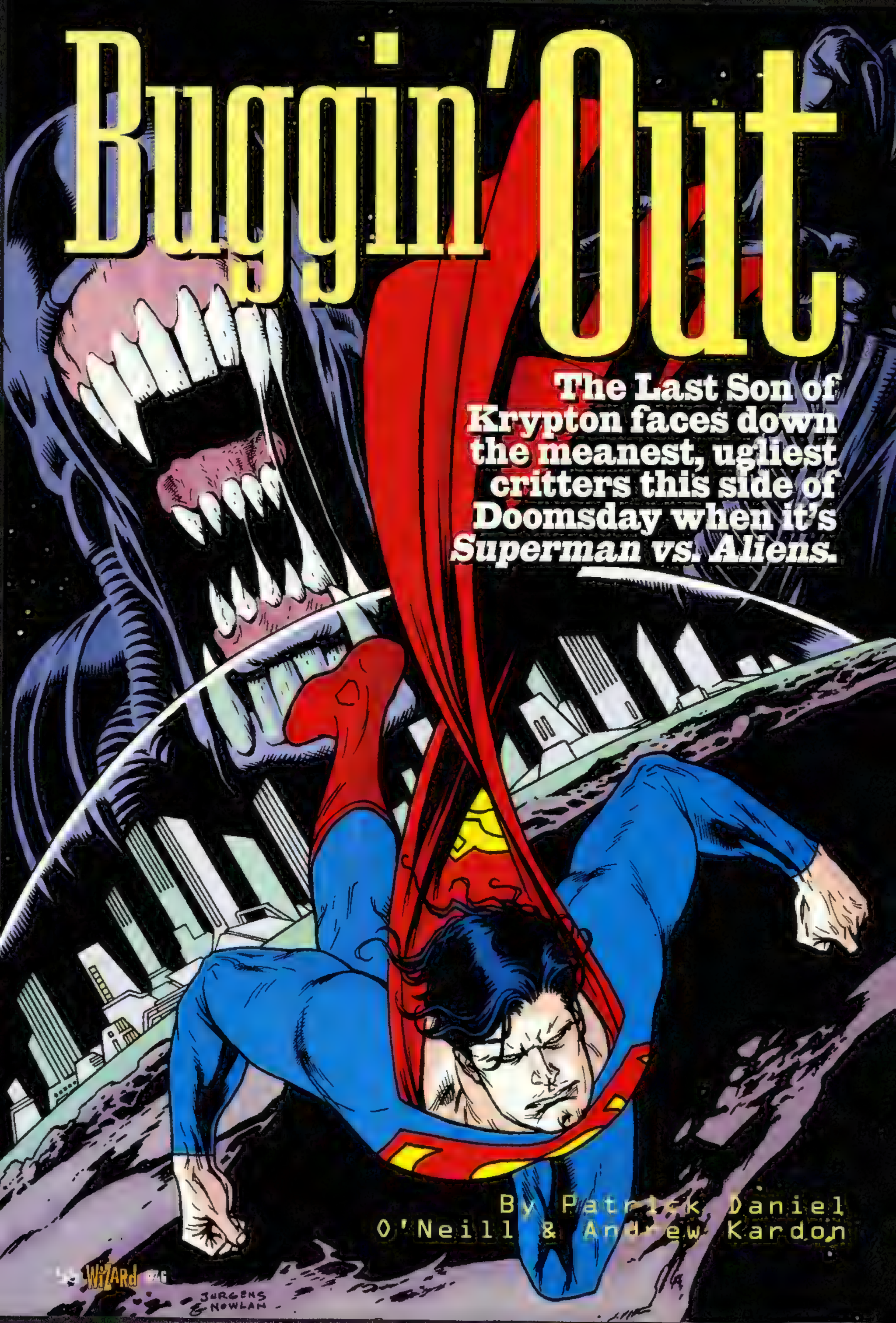
LADY DEATH SWIMSUIT CONTEST

NAME

HOME ADDRESS

CITY STATE ZIP

PHONE ( ) DATE OF BIRTH



Buggin' Out

The Last Son of Krypton faces down the meanest, ugliest critters this side of Doomsday when it's *Superman vs. Aliens*.

By Patrick Daniel O'Neill & Andrew Kardon

"This all started about three years ago," explains writer-penciler Dan Jurgens about the three-issue, prestige format mini-series *Superman vs. Aliens*, co-produced by DC and Dark Horse Comics. "Superman editor Mike Carlin, DC direct market manager Bob Wayne, Dark Horse [publisher] Mike Richardson, and I were all in Sydney, Australia for a convention. We went to dinner one night and we started talking about pitting [DC's] Superman against [Dark Horse's] Aliens. It developed from there and it took me three years before I had the time to sit down and do the project."

So who's most likely to come out on top in this seemingly lop-sided encounter, the long-haired Kryptonian or the hard-shelled Alien killers? "In any normal sense, you'd probably favor Superman to win this one," Jurgens admits. "With his powers and capabilities, as tough as the Aliens are, Superman is tougher.

"But one of the things you'll see in the course of the story is a shift in that ratio of power. Superman is more or less a solar battery; his body stores and processes solar energy to such a degree that he has superpowers. The story will take place far away from Earth, far away from a sun—where Superman's powers are not just depleted, but are leaving him [weaker and weaker] over time. So Superman is much more a normal human being as this proceeds than he is a superpowered Kryptonian."

From Krypton With Love

The story opens a whole new world to the supposed Last Son of Krypton. As Jurgens explains it, the crossover story begins when a LexCorp satellite picks up signals from a probe coming towards Earth. As part of a good will effort—now that owner Lex Luthor is gone—the company invites Clark Kent and Lois Lane to cover the event just as the probe crashes into the ocean. When Clark puts on a pair of headphones and listens to the garbled signals coming from the probe he realizes they are Kryptonian. After a quick change, Superman retrieves the satellite from the ocean's depths and discovers Kryptonian markings on it. They tell the story of a planet about to explode. Scientists had built a dome over a city called Argo, which was blown into outer space—intact. With all the clues pointing towards other survivors of Krypton, Superman quickly takes off for Argo.

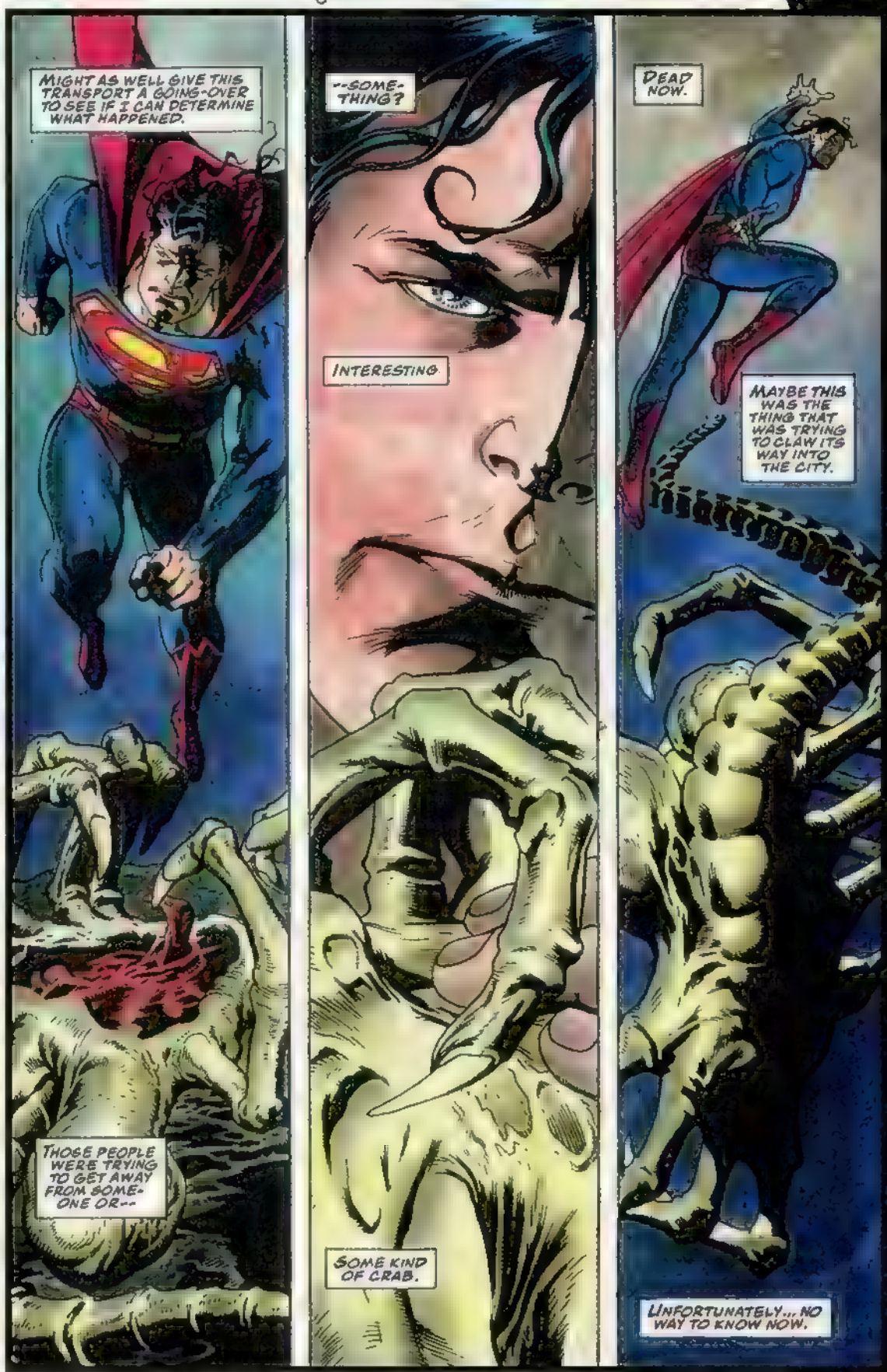
"When he gets there, as far as Superman's concerned, he is the last Kryptonian. There is a particular young girl that Superman finds in the city of Argo, a young blonde girl named Kara. This is someone he comes across who speaks Kryptonian. She also has the same sort of cultural background—and the architecture [of Argo] is all the same. So right away, there's this connection made between the two characters. I think it is that character play that will make this interesting and enrich the entire tapestry of the story. They build a stronger connection where he takes on sort of a protector role, but it's one that she reverses when she becomes his protector, too. And that's part of Superman's code against killing."

And he recalls a story by writer-artist John Byrne where Superman found three surviving Kryptonians in a separate pocket universe, and executed them for destroying the human race. "Ever since then, he refuses to kill. Kara doesn't quite understand that. So there's sort of a dual protector role that develops between them, and sort of a family relationship."

With it being an established part of the Aliens history that the only way to defeat one is to kill it, Superman will have to rethink his motives. After all, the biggest part of Superman's moral code is his stringent rule against killing sentient life—a rule he's only broken once and has regretted ever since. "He spent a year in exile in space because of that," says Jurgens. "But he came back and knew that he had to be better than anyone else. Dealing with Superman's code against killing is a significant part of the story. In his mind, he sees these aliens as sentient beings, so he has some objection to killing them."

Plus, the environment he's in doesn't help him out any, notes Jurgens. "Argo's natural resources are gone, its stored supplies are dwindling, society has fallen apart; they need help, they need rescue. Superman has to go there. It's quite a ways away, so he has to take a ship. He thinks he's going to find more Kryptonians. What would that mean if he brought more Kryptonians back to Earth? Maybe some would be as good as him; maybe some wouldn't. He's met some bad guy Kryptonians and he's had to kill three of them. So right from the start we're bringing up the code against killing."

Having Superman battle—and even kill—aliens from outer space may seem somewhat repetitive, however, following his battle with Doomsday. "One of the toughest problems has been having the climax not seem like a rehash of the Superman/Doomsday battle," Jurgens points out. "What you have to do—to make it interesting—is wrap it with characters that make the situation itself more interesting."



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Dark Horse's liaison to the project, editor Michael Eury, sees the differences between this encounter and the famous Doomsday battle in the very nature of the Aliens. "The Aliens are more than just villains that you insert into a storyline to fulfill a certain need," he says.

"They have a history; there are a lot of rules and particulars that are specific to the characters that you don't find attached to many other characters. A lot more science is involved in this than in something like Doomsday. Doomsday was created as an adversary for Superman, whereas the Aliens have existed quite successfully on their own in their own continuity."

Also, the Aliens are, well, *alien* to Superman: he knows nothing about them. "You'll see the Aliens in all their stages," Jurgens notes. "Remember [in the first movie where] they find the skin of the face-hugger and they think it's dead? Superman does the same thing. He finds one, picks it up, and says, 'This is nothing,' and tosses it aside. That's part of the fun and the mystique of the Aliens."

Shining Through

Superman's very image is one of bright primary colors and heroic poses. In the past, the Aliens have always existed in a sort of bleak techno-gothic environment. Jurgens says making the Man of Steel work in the grunge of the Aliens' world was one of the challenges of the project. "Making Superman work visually in the typical Aliens environment is something we talked a great deal about," he recalls. "Even Mike Richardson expressed concern about that three years ago—will Superman look absolutely silly sticking out against that sort of backdrop? I've taken that and made it part of the theme of the story itself. Right from the very first cover, Superman will be virtually the only color to really shine in this entire series. When he first appears, it's in all his regal-like power and glory—Superman is a majestic character, very bright and shiny."

"That's the thing that makes this fight interesting—the dichotomy of the characters," Eury interjects. "Superman is this shining knight who represents all the good things, while the Aliens are dark and brooding and frightening. It is a clash of styles, but that's the interesting thing.

"It also makes the Aliens creepier to have them in a shiny, more utopian environment. We're used to them sort of slithering out of the shadows, but here you can see them more; they're in an area they maybe shouldn't be in and it makes them even more repulsive and disgusting."

But the Man of Steel will not always stick out like a guiding light. "He will journey to Argo," explains Jurgens, "which is a rundown shambles of a place by this point. And, as his powers wane, so will the brightness and the shininess of Superman's costume. The backdrop of good storytelling is when the characters' physical appearances reflect what's happening in the story.

And many longtime Jurgens fans will note that the art in *Superman/Aliens* bears striking little resemblance to his usual work. There is good reason for this.

"When we put this together," notes Jurgens, "we were talking about different inkers. I suggested Kevin Nowlan and thought that what we wanted to have was a book that did look and feel different from the typical Superman comic book, because of the nature of the Aliens and the art direction.

"We wanted to mix a sort of superhero artist," says Jurgens referring to himself, "with someone who is incredibly capable with light and shadow, like Kevin is, and get this thing working together. And I think we pulled it off. And on top of that, Greg Wright is going to color this and carry it that step farther.

"I think it reads differently than a typical Superman comic book; I think it looks appropriately different. So, I think its a real strong project." ☆

Wizard Contributing Editor Patrick Daniel O'Neill, resides in the dome-covered city of Staten Island, New York—just in case. Copy Editor Andrew Kardon does not.

COMING UP FOR AIR

Tom Grummett is jumping off the treadmill. Having agreed to pencil the new *Superman: The Man of Tomorrow* quarterly, he left *Robin* with issue #15 to focus on the monthly *Superboy* comic and his new book.

"I did two books a month for three years," he explains. "For a while, that's fun. But after that, it's a treadmill. The older I get, the tougher it can be to maintain that level."

The spry 35-year-old, who lives in Saskatchewan, Canada, entered mainstream comics in 1989, handling fill-in jobs for DC Comics. His artistic career includes work on DC's *The New Titans, Action Comics, The Adventures of Superman*, and the two hit teen books, *Robin* and *Superboy*.

Drawing two characters with the same chest emblem won't bore him, Grummett asserts. "I see Superboy as a primal sort of Superman," he explains. "He's more the way Superman was back in the 1940s, when he was wise-cracking with villains and his powers were less developed. I envision this Superboy as what would have happened if [Superman creators Jerry] Siegel and [Joe] Schuster had created Superman in the 1990s."

Grummett's work on Superman will appear four times a year, during the four "off weeks" when none of the four monthly Super-books ship. "It takes place in continuity, so if we enter any long storylines, *Man of Tomorrow* will be plugging into what's going on," he explains. "But being a quarterly, it probably will be more self-contained and check in on the supporting characters less frequently. Or at least that's our plan now."

—Craig Shutt

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Cover by Barry Windsor-Smith

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WILDSTORM PRODUCTIONS

image

the Drawing Board

The showcase of comic book fan art.

The 10 people whose artwork got an honorable mention this month will each receive an *X-Men* (vol. 2) #36 signed by Andy Kubert and a *Gambit and the X-Ternals* #1 signed by Fabian Nicieza. The four runners-up will each receive an *Amazing X-Men* #1 signed by Andy Kubert, a *Robin* #1 signed by Tom Grummett, and a *Violator* #1 signed by Bart Sears. The artist of the winning entry this month will receive all that stuff, plus an incredible, original piece of Captain Marvel/Shazam! art by Jerry Ordway (thanks a billion, Jerry)! Congrats to all!

GRAND PRIZE

MARRIED...WITH SPIDER
By Jas Ingram
Stockbridge, GA

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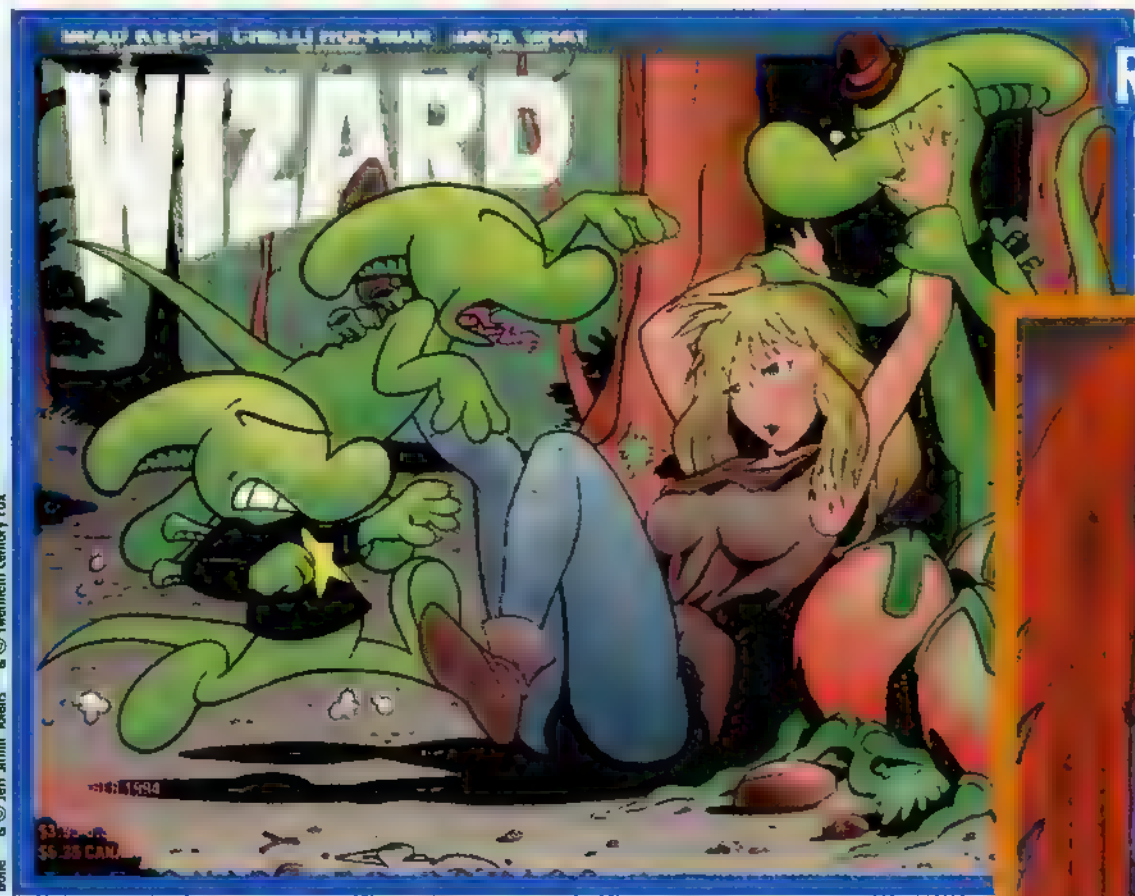
RUNNER-UP

SPAWN
By Chris O'Brien
Richmond Hill, Ontario, Canada

Judge Dredd ™ & © Egmont Foundation Lobo ™ & © DC Comics.

RUNNER-UP

JUDGE DREDD vs. LOBO
By Richard A. Van Dongen Jr.
Newark, NY



Bone ™ & © Jeff Smith Aliens ™ & © Twentieth Century Fox

RUNNER-UP

ALIEN BONES
By Jack Gray
Denver, CO

Grendel ™ & © Matt Wagner

RUNNER-UP

GRENDEL-PRIME
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CYBLADE
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Cyblade ™ & © Top Cow Productions

THE INCREDIBLE BULK
By Tim Waddell
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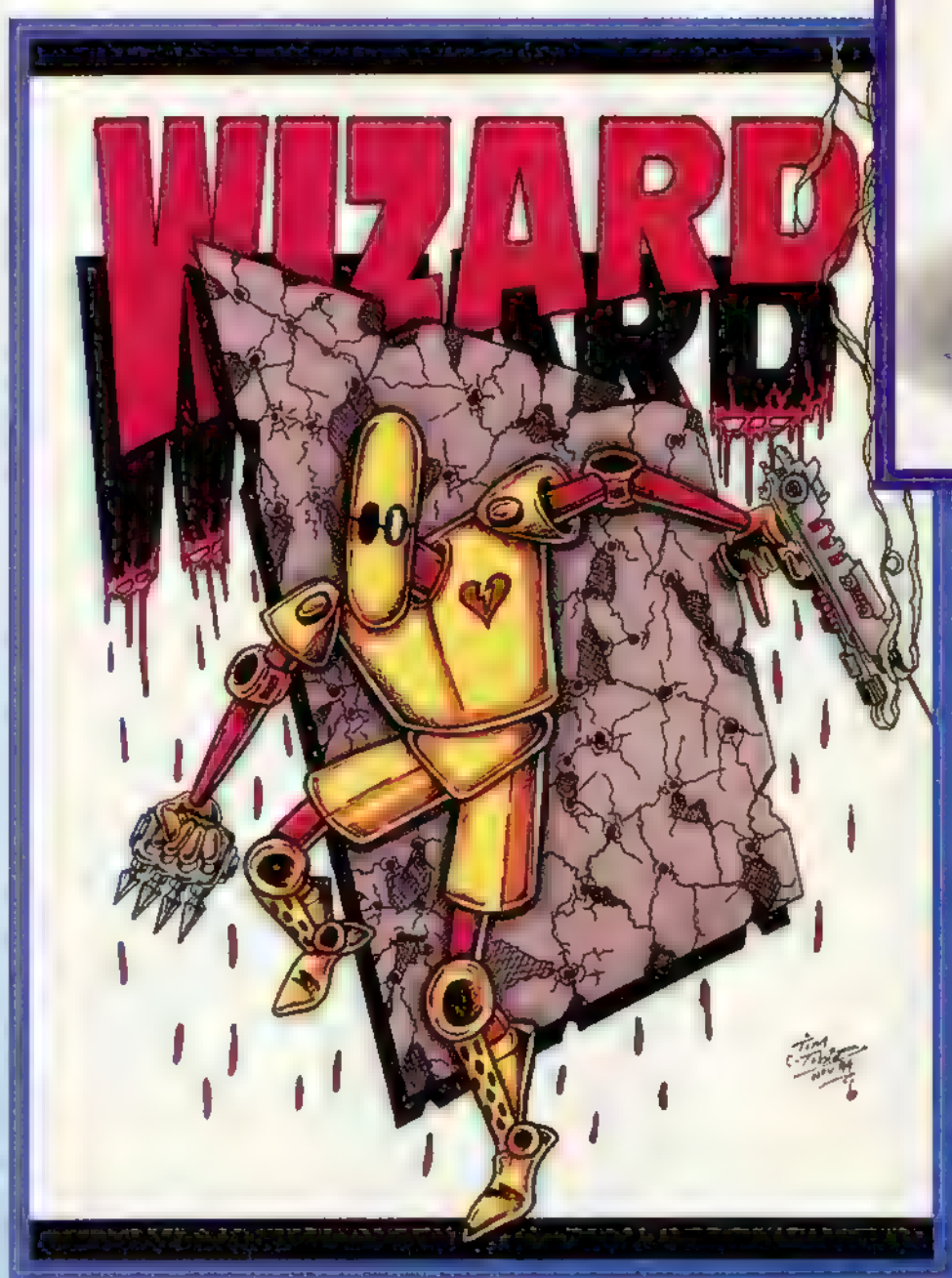

SCUD, THE DISPOSABLE ASSASSIN
By Tim Tobias
San Diego, CA

Scud, The Disposable Assassin ™ & © Rob Schrab

PRISAR
By Arturo Velasquez
Allston, MA

Prisar ™ & © BIG Entertainment, Inc

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SHANNA
By Daniel Rodriguez
Ft. Worth, TX
(Hey, Daniel! Please send us your full address so we can send the goodies to you!)

X™ & © Dark Horse Comics

X
By Todd Michael Lewek
Greendale, WI

Entries for The Drawing Board should be sent to:
The Drawing Board
c/o Wizard Press
151 Wells Avenue
Congers, NY 10920-2064

Submissions can be on any form of unlined paper or posterboard, and can be in any medium (oils, crayon, line art, bloody finger, etc.). Neon inks will not print. Artwork must not be larger than 8" x 11-1/4". Do not fold, bend, or roll artwork. Mail flat to avoid damage. Please enclose your name and full address. All entries are nonreturnable and become property of Wizard Press. Employees of Wizard Press are the sole judges of the contests, and all decisions are final. Good luck!

Greg Capullo's

KRASH COURSE

FACE FACTS!

Welcome to Krash Course, all you future comic gods. My name is Greg Capullo, one-half of the dynamic duo—namely Todd McFarlane and myself—who comprise the *Spawn* art team. I have designed this course to give you all the weapons you'll need in order to draw your own bombastic comic books.

To do that we must start with the basics. Repeat after me: "Basics. The better ya know 'em, the better you'll be." The best way to learn the basics is to get your sketch pads out and start drawing from life and/or photos. Now I know there are a lot of hotshots out there who say, "I don't need to learn the basics or draw from life because I draw from imagination and have a stylized approach." That's capital B.S.! It's just a cop-out the lightweights use who ain't got what it takes to get 'em down. So all you hotshots, pay attention and watch closely 'cause I'm gonna make your drawings more powerful no matter what your drawing style is.

For the first lesson, I chose to discuss the human head and its features, being that it's the first thing you see when you look at a person. Now, I don't want to bore you with rules and regulations because drawing should always be fun.

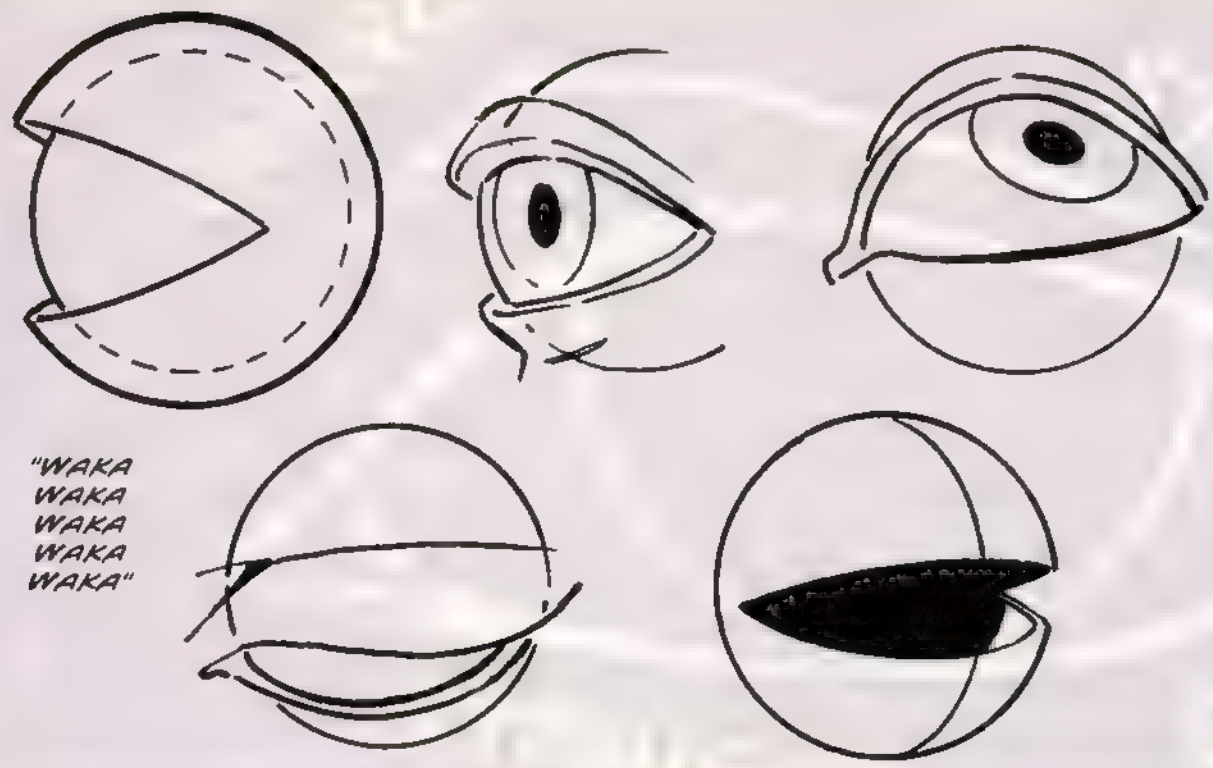
1. the ideal head

So, let's look at our first illustration. This is an ideally constructed head. I've used a set of guide lines to show you how to set up a head of your own. Notice in the frontal view, if you divide the head in half horizontally you've found the eye line. Five eye lengths is the width of the head. Take a close look at the eyes—between them is the length of one eye, and the distance from each eye to the edge of each ear is also one eye length. Now, if we divide the space from the eyes to the chin in half, slightly above that line would be the base of the nose. Dividing the space from the bottom of the nose to the chin in thirds will show you where the mouth goes. Place it at the base line on the first third from the nose.

Note the front view of the vertical lines that I've drawn. They demonstrate how the features relate to each other. The side view of the head fits roughly within a square. Notice how the vertical line I dropped from the inside corner of they eye is equal to the horizontal line that runs from the outside corner of the eye to the back of the ear. Use this guideline to properly place the ear.

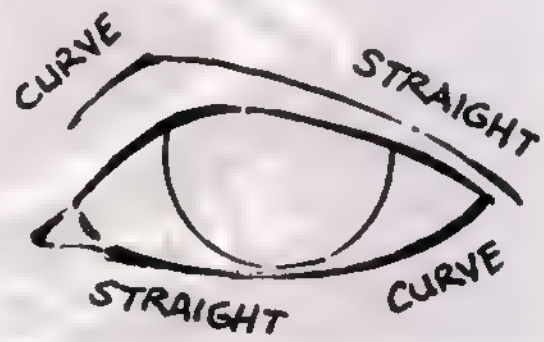
2. eyeballs aren't round

Now let's take a look at the individual features beginning with the eye. I'll bet you think the eyeball is perfectly round, right? WRONG! Let's try an experiment. Close your eyes and place a finger on each of your lids. You'll be able to feel a slightly raised spot if you move your eyes around. What you're feeling is the eye lens. See how I cut away a section of the eyeball indicated by the broken line? This is the flat spot where you plop the lens. The pupil (the black dot of your eye) is located on that flat area. That's why the pupil appears as an ellipse when viewing the eye from any angle other than straight on.



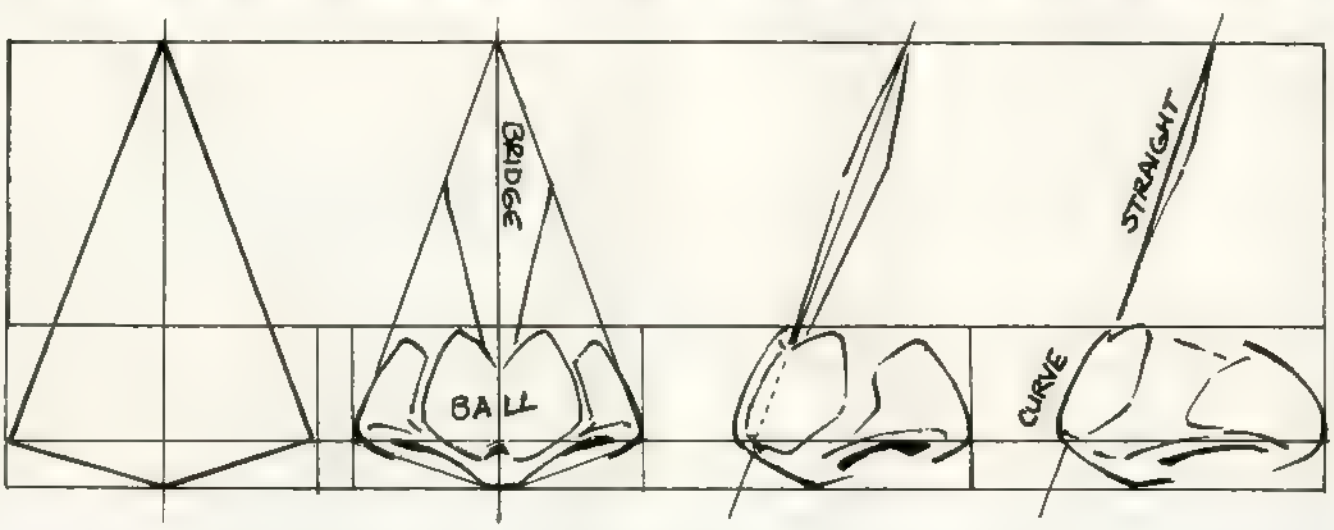
3. pac-man

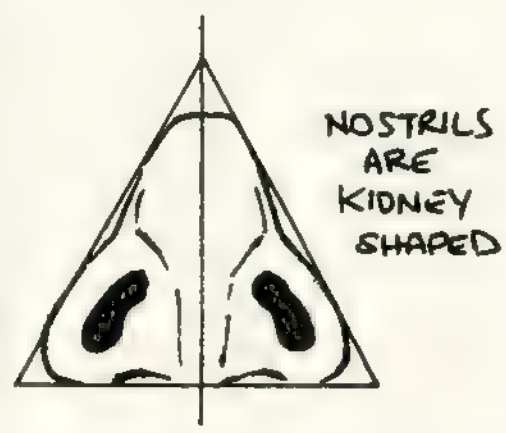
The easiest way to understand the eyelid is to imagine a Pac-Man (remember that video game?) gobbling up an eyeball. Though the eyelid is shaped a bit differently, the idea is the same. So study the contours of the lid and remember to give the lid thickness and you'll be all set.

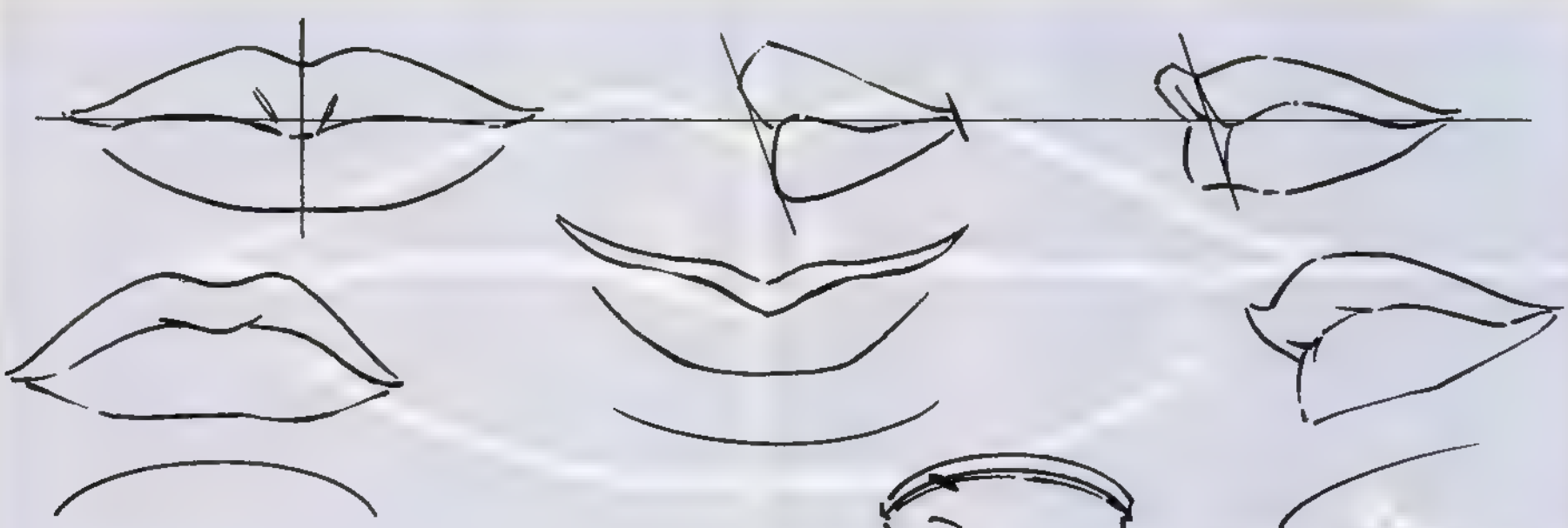


4. the nose is a piece of cake

The nose is a piece of cake. If you can draw a triangle, you can draw a nose. Try to keep the bridge of the nose fairly straight and note how it interlocks with the ball of the nose. As you can see, even in the up-shot, the triangle remains the dominant form. Simple or what?

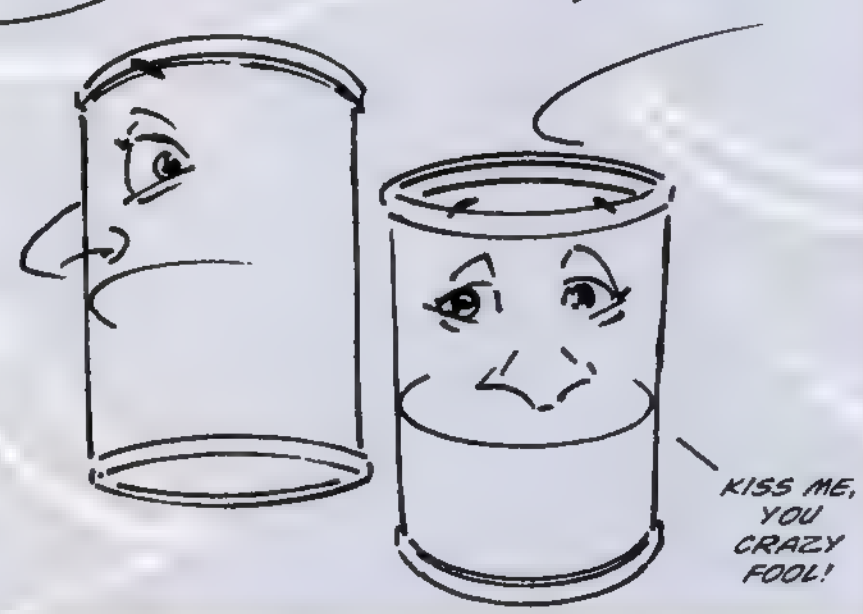






5. can it!

Now for the curvy thing called the mouth. There are two things to remember when drawing the mouth. First, make sure that the top lip doesn't protrude too far past the lower lip. If you do this, your character will look geeky. The second thing to remember is that the mouth itself is built on a curve. Remember that the face, unlike the top of you kid sister's head, is not flat. The cartoon cans should help you understand what I mean.



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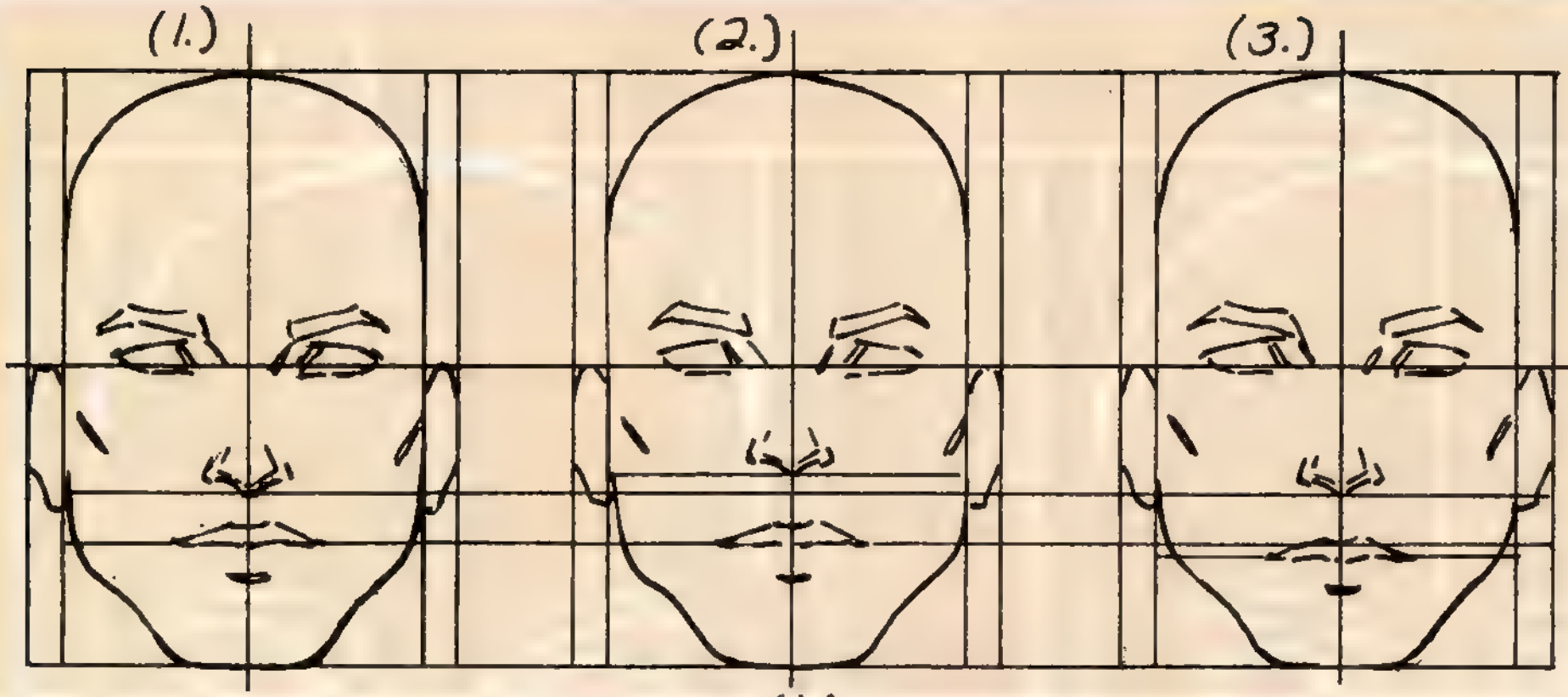
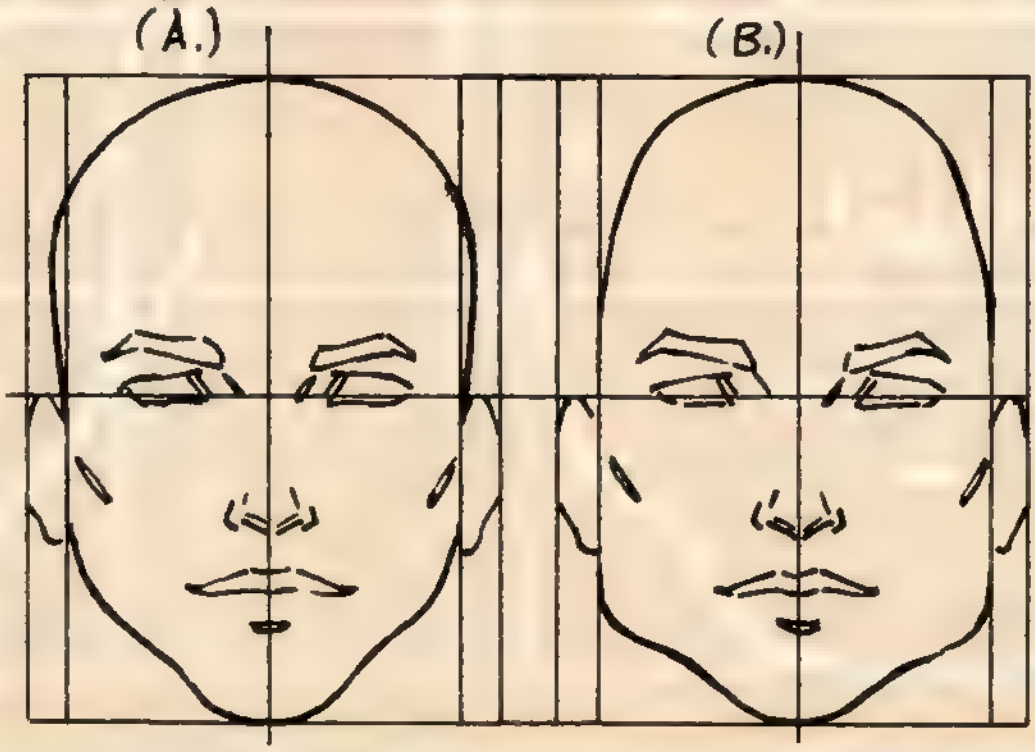
6. now hear this

The ear is a bit trickier. It's made of bits of cartilage that interlock with each other; some pieces even hide behind others. The basic overall shape is that of a kidney. To help you understand the complexity of the ear (it ain't so tough once ya get the hang of it) try taking your finger while looking at my drawing and locating on your own ear what you're looking at. (CAUTION!!! Be careful not to wander too deeply in your ear because you wouldn't want to get sticky brown ear wax all over your brand new *Wizard*.) That concludes our look at the features. Hopefully, all you lightweights managed to hang in there with the tough guys.





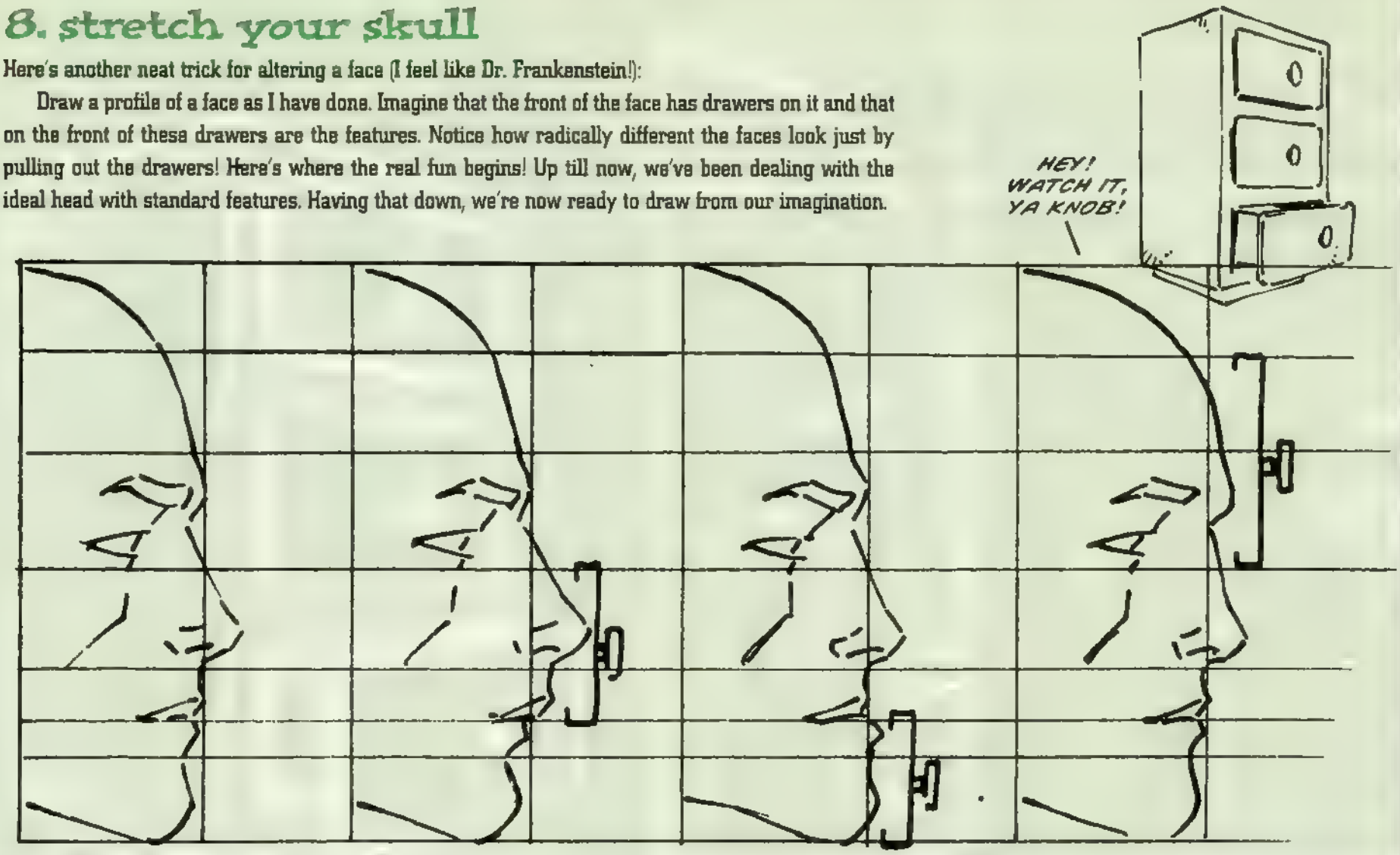
7. changing features

Now let's play a little game. We'll start with an ideal head and move the features around to see what happens. Head #1 is proportioned correctly. With Head #2, the nose has been raised slightly. On Head #3 the mouth was lowered slightly. Notice how very different all three faces look with only slight changes being made. You can also move the eyes closer together or farther apart, as well as up or down. In fact, move the features in any combination and direction that you like. In illustrations A and B, I proportioned the features correctly, but altered the shape of the head. See again how differently the heads look? Just imagine how many different characters you can get by altering head shapes and feature placements together!

8. stretch your skull

Here's another neat trick for altering a face (I feel like Dr. Frankenstein!):

Draw a profile of a face as I have done. Imagine that the front of the face has drawers on it and that on the front of these drawers are the features. Notice how radically different the faces look just by pulling out the drawers! Here's where the real fun begins! Up till now, we've been dealing with the ideal head with standard features. Having that down, we're now ready to draw from our imagination.



OK, boys and girls—open your sketch pads and let's play! Start with the general shape of the head. Any shape at all. Now begin adding any type of features in any proportion you feel like. You can alter your characters further by changing their hair styles, adding glasses, beards, nose rings, or any other things that you think belong on a face. I've doodled a few characters of my own so I could have some fun, too!

This concludes the first Krash Course. I hope I've begun to prove that a strong foundation in the basics will enhance your drawings, making them much more powerful and convincing. Understand that structure must be both understood and present no matter what your style is. Next month's column will be "Vicious Anatomy." Till then, keep the lead burning, tough guys. ☆

CUT & PRINT

The comic insider's guide to Hollywood.

A first look at the Cyberforce animation stills, from the upcoming TV series.

CyBeRFoRCe on tV

A deal has been signed for Marc Silvestri's *Cyberforce* to hit the FOX Children's Network as either a mid-season replacement show or in time for the '96-'97 season, Top Cow Productions, Inc. has announced. Animation will be produced in conjunction with Graz Entertainment (*X-Men, The Tick*). "We will be utilizing animation studios in Japan," said Silvestri, "along with the latest computer-generated animation techniques." It is also reported that *Cyberforce* has been optioned as a motion picture at 20th Century Fox. This follows Silvestri's recent announcement that he is taking a hiatus from comics to work on undisclosed projects. Inside sources suggest FOX-TV has approached Silvestri to develop an original animated series to pair up with *Cyberforce*. Another FOX source has confirmed that Silvestri is developing a prime-time TV series for the network. The specifics of the project are hazy; one source believes the project to be *Weapon Zero*, an original creation that Marc has been showing to motion picture companies during the past year. A second source says it is called *The Darkness*. Top Cow Productions, Inc. spokesperson Nicole Merke had no official comment, except to say that Silvestri will be examining new properties for Top Cow.

—Dave Galvan

WildStoRm Productions Projects

Good news and bad news on the WildStorm Productions front. CBS announced that Jim Lee's Saturday morning cartoon *WildC.A.T.s* won't be renewed, while the *Gen*[13] animated feature film is due to arrive in early 1996, written by Kevin Altieri, formerly of *Batman: The Animated Series*, and Brandon Choi. And the difference between *WildC.A.T.s* and the upcoming *Gen*[13] film? "We have complete control over our comics, and after being involved in licensing and adapting of our material," says Jim Lee, "we decided that if we were going to do another project, we would certainly try to maintain as much control over it."

—D.G.

FoX fALL is Set To go

The FOX Kids Network has announced its line-up for next season. *Spider-Man*, *The Tick*, and *X-Men* have all been picked up for next season, and the remaining five episodes of *The Adventures of Batman and Robin* will be shown. With all this in tow, it appears that Warner Brothers has made some internal rumblings about the afterlife of the Bat-toon. Some sources have indicated that executives inside the studio want to produce several more episodes. This appears to be a long shot, since the show has been out of production for some time, and key players from the series have gone to other projects. In September, the show will return to its original weekday slot, and will pre-

Stryker, Ripclaw, and Velocity™ & © Top Cow Productions

sent the five never-before-seen episodes, afterwards going back to reruns.

Other stories out of Warner Brothers include the state of the *Superman* animated series. While there is evidence recently stated that the project has been put on hold until a planned John Waters-produced Superman film is made (and it might never be made), *Batman and Robin* producer Bruce Timm recently confirmed that he is developing the animated series project.

—D.G.

Delgado Vs. Godzilla

Stan Winston may wind up getting the lion's share of the credit when the currently-on-hiatus *Godzilla* movie fires up again. But Ricardo Delgado, the first designer to take a crack at the monster, feels any final design will have his fingerprints all over it.

"Stan's people had their own version of the creature," declares Delgado, "but a lot of the early design principles I came up with ended up being at least partially incorporated into their version of it."

Delgado, whose comic book "alter ego" has created the two highly successful *Age of Reptiles* mini-series for Dark Horse, is presently working out of Amblin Studios, designing aliens for the upcoming film treatment of Malibu Comics's *The Men in Black*, directed by Barry Sonnenfeld (*Addams Family Values*).

Delgado, a Los Angeles native whose other credits include the movies *True Lies* and the upcoming *Strange Days*, and the TV series *Star Trek: Deep Space Nine*, is fine with his role in the early development stages of *Godzilla* that helped secure the go-ahead from Toho (which owns the rights to *Godzilla*), and is not bitter about Winston stepping in. He came onto *Godzilla* in August of '94 and stayed until late November when Winston joined the team. During that period, Delgado's early sketches and sculpture pointed toward a distinct and highly familiar take on everybody's favorite monster in the rubber suit.

"My approach to creating *Godzilla* borrowed a lot from the monster in the suit," he says, straight-faced. "It had the same head shape and tail structure. The creature I designed had some Saurian elements to it, but does not look like the T-Rex from *Jurassic Park*. For Godzilla to work, you had to look at Godzilla and see the creature you grew up with."

Delgado, while not privy to all the particulars of production shutting down and director Jan De Bont (*Speed*) leaving the project, reports that the studio is redeveloping the film. "They felt it was too expensive to be made in the current form. The script I read was very ambitious and very cool. The studio wanted to retain as many of those cool elements as possible and still be able to bring the film in for a reasonable budget."

—Marc Shapiro

Several creators have "designs" on getting their work into the Godzilla film.

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More Kirk, Anyone?

Is it really "Kirk out"? Although James T. Kirk went to that happy space station in the sky when he died in *Star Trek: Generations*, he might not be dead with a capital D. Said William Shatner, "In space, death is a relative thing. You know how we have these tricky little ways of turning back time and entering vortexes. Anyway, I suggested that Kirk shouldn't really be dead. He should just call *Rescue 911*." Shatner admits, "When I was first presented with the idea of Kirk dying in *Generations*, I thought it was a good idea. But as the time came closer to knocking him off, I got really depressed about it. I wouldn't be against doing another *Star Trek* film if we could work out the details."

As *Generations*, which combined Kirk of the classic *Trek* show with Picard of *The Next Generation*, has grossed some $70 million at the box office, expect to see *Star Trek VIII*, *IX*, and *X*. Until then, you can catch Shatner on his TV series *Rescue 911* and in the pages of his several *Tekwar* books and TV series.

A possible Superman animated series is in the works.

Meanwhile, Patrick Stewart, who plays Picard, is next up in the film *Jeffrey*, where he is the romantic lead. "I beam myself into the city of New York, where I do some ballroom dancing," said Stewart of the summer film. "I hope the *Star Trek* fans won't be disappointed."

—Cindy Pearlman

Strange Trek

Star Trek fan-addicts can be more dangerous than Klingons. Just ask William Shatner (James T. Kirk) and Patrick Stewart (Jean-Luc Picard) about their strangest close encounters. Said Shatner, "Once, I was appearing in a horse show in Kentucky and I hitchhiked to the event. An old couple in a truck pulled up and said, 'Aren't you James T. Kirk?' I'm like, 'Yes, and I would love a ride in your truck.' They just said, 'Forget it. Beam yourself there.' And then they gave me the finger."

Stewart says his strangest fan meeting happened late at night in Los Angeles, outside of a cash machine. "I was nervous, because I was in a bad neighborhood at midnight. This car circled me once, and then twice. Now I was really sweating. Finally, a huge guy gets out of the car and yells, 'Captain Jean-Luc Picard?' I'm like, 'Uh, yes.' The man then drops to his knees and screams, 'I love this town.'"

—C.P.

Species, Species eVeryWhere

When *Species*, the science fiction-horror drama about a half-human/half-alien creature on the prowl, hits theaters in July, it will be accompanied by two four-issue mini-series from Dark Horse Comics. The books, written by *Species* screenwriter turned first-time comic book scribe Dennis Feldman, will include an initial four-issue adaptation of the film, including sequences from the script that did not make the final cut of the film because of budget considerations. The second mini-series will continue the story from the point where the movie ends. An extra added attraction: Famed *Alien* creature designer H.R. Giger, who also designed the *Species* monster, will be creating two of the *Species* comic book covers.

—M.S.

The Predator's Back

Producer John Davis has announced a development deal that will bring back the butt-ugly alien hunter for *Predator 3*, in the not-too-distant future. This, of course, is news to the people at Predator Central, namely 20th Century Fox, which, claimed a spokesman, has a policy on talking about film projects in early development. It was also news to Lou Bank, v.p. of sales and marketing of Predator comics licensee Dark Horse Comics, who said, "I've heard nothing about it." Bank also said he does not know if a *Predator 3* project would be an adaptation of any previous Dark Horse *Predator* comics. So far, no director, cast, FX, or storyline announcement—but stay tuned.

—M.S.

You can't escape him. . *Predator 3* is coming!! Or is it?

Freddy Vs. Jason

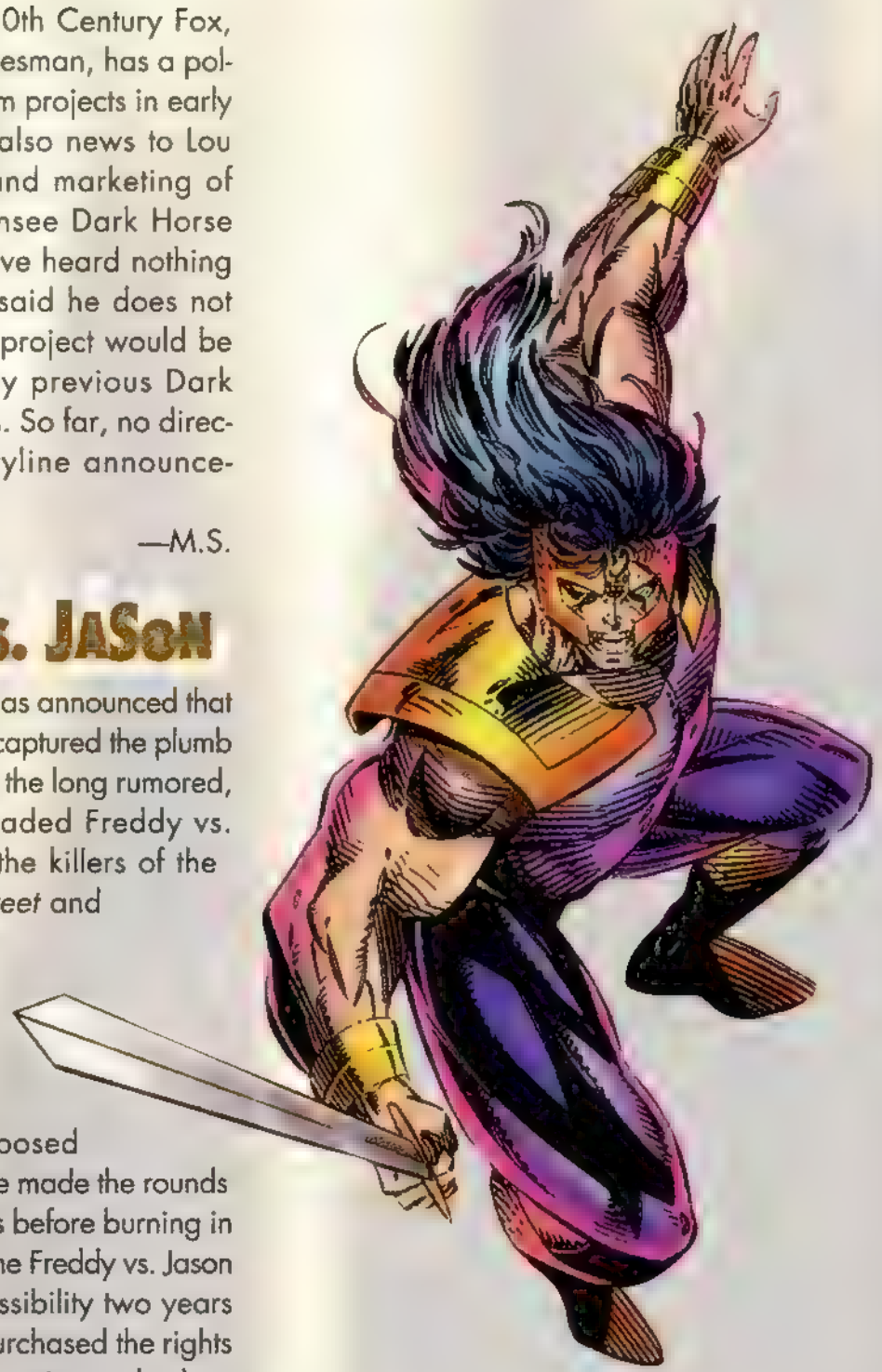
New Line Cinema has announced that writer Peter Briggs has captured the plumb assignment of scripting the long rumored, anticipated, and dreaded Freddy vs. Jason movie, linking the killers of the *Nightmare on Elm Street* and *Friday the 13th* film franchises, respectively. Briggs made some noise a couple of years ago when his script for the proposed *Alien vs. Predator* movie made the rounds and turned some heads before burning in pre-development hell. The Freddy vs. Jason team-up became a possibility two years ago when New Line purchased the rights to the *Friday the 13th* series and subsequently made *Jason Goes to Hell*.

Nightmare on Elm Street creator Wes Craven has confirmed the Freddy vs. Jason film being a strong possibility and, late in '94, actually met with *Friday* creator Sean Cunningham for an informal round of storyline swapping. Nothing came of it. In recent months, both Robert Englund, who plays Freddy Krueger, and Kane Hodder, who has played Jason in the last three *Friday* films, indicated they would do the film if the script was good.

—M.S.

Outtakes

Zen—The Intergalactic Ninja: The Movie is scheduled to go into production at the end of March or the beginning of April. The film was originally delayed from filming at the start of '95, due to a fourth rewrite on the script. The picture is still expected to be finished in time for editing in October and a December release. Zen is also in development with animation company Graz Entertainment for a cartoon series for the '96-'97 season. Graz, the animation studio which handles *X-Men*, will handle production, while Film Roman, the overseas studio for *The Simpsons*, will animate the series....Rob Liefeld's Extreme Studios is keeping busy as well. *Prophet* was optioned by Tri-Star Pictures recently; expect an A-list writer and director, and creator Rob Liefield to produce the live-action film. Tri-Star is currently trying to woo Arnold Schwarzenegger to star. *The Mark* is at Paramount with Tom Cruise as a possible lead, and *Doom's IV* is still at Steven Spielberg's Amblin studio, keeping the back burner warm....Marvel Comics's African-American superhero Luke Cage may make the transition to the movies, according to a *Daily Variety* report. Producer Edward Pressman (*The Crow*) has struck a deal with director John Singleton (*Higher Learning*) and is working with writer Joe Doughrity on a script, according to the story....An *Evil Ernie* film project is coming from Chaos! Comics, but no specifics have been released yet. ☆



Prophet is one of several Extreme heroes to possibly hit the theatres.

Predator photo courtesy of Everett Collection. Predator ™ & © Twentieth Century Fox. Prophet ™ & © Rob Liefeld Inc.

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JOHN OSTRANDER
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VALIANT.

COVERS BY PAUL GULACY

BIRTH-QUAKE!™

AFTERSHOCKS!

X-Men from A to Z!

To celebrate the return of the original X-Men and their titles, and a brand-new, exciting era for Marvel's mutants, we're giving away free X-Men original art and signed X-Men comics! *"**Free** X-Men original art and signed X-Men comics?!?"* you bellow, filled with doubt. Yeah, well, this is America—nothing's free. You gotta work for this stuff. "Aw—I knew it was too good to be true!" But before we go inta what you gotta do, look down below to see the stuff you win!

Grand Prize (One winner)

An original piece of framed X-Men art by Adam Kubert, as well as a set of the "After Xavier: The Age of Apocalypse" epic (the lead-off book *X-Men: Alpha* #1, *The Amazing X-Men* #1-#4, *The Astonishing X-Men* #1-#4, *Factor X* #1-#4, *Gambit & the X-Ternals* #1-#4, *Generation Next* #1-#4, *Weapon X* #1-#4, *X-Calibre* #1-#4, *X-Man* #1-#4, *X-Men Chronicles* #1-#2, *X-Men: Omega* #1 [regular and gold editions], and *X-Universe* #1-#2), and a set of the X-Men Prime issues (the lead-off book *X-Men: Prime* #1, *Cable* #21, *Excalibur* #87, *Generation X* #5, *Uncanny X-Men* #322, *Wolverine* #91, *X-Factor* #112, *X-Force* #44, and *X-Men* #42), all signed by their creators!

Neat stuff. But we ain't giving it all away for nuthin'. What you gotta do is strain your cabeza and name all 26 mutants that appear in the sky above them X-Men fellas in *Cable #28* (look at the image on the preceding page, or pick up the book itself). These are all current members of the several mutant teams: X-Men, X-Factor, X-Force, Excalibur, and Generation X. You've gotta be careful, though—some of 'em are a little tricky!

So, if you can name 'em all, fill out the official-lookin' coupon on the right, listing each mutant's name by the particular number, send it to the address down yonder, and then go get yourself checked for severe eyestrain.

Spot the X-Men Contest
c/o Wizard Press
PO Box 118
Congers, NY 10920-0118

This contest expires July 31, 1995, so get off your mutie-lovin' butt and get crackin'!

LEGAL SCRAMBLE

No purchase necessary. Contest is open to anyone except employees of Wizard Press, their immediate families, and anybody who can pronounce aka them Shi'ar names properly. There's something wrong with you, buddy. Print your name, date of birth, address, city, state, zip code, telephone number with area code, and the 26 names on the official entry form, a standard postcard, or a three-by-five-inch index card. Mail each entry to Spot the X-Men Contest, c/o Wizard Press, PO Box 118, Congers, NY 10920-0118. Enter as many times as you like. No mechanical reproductions will be accepted. All entries become the property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winner. No cash equivalent or substitute prize is offered. The prize will be awarded in the name of the contest winner and is not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. Milk makes all the difference. **All entries must be received at contest headquarters by July 31, 1995.** Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The prize winner will be selected in a random drawing from all properly completed entry forms received at contest headquarters. The random drawing will be conducted on August 1, 1995 by Wizard Press.

For the winner's name, available after August 18, 1995, send a stamped, self-addressed envelope to Spot the X-Men Winner, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just keep watching *Wizard*!

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PHONE DATE OF BIRTH

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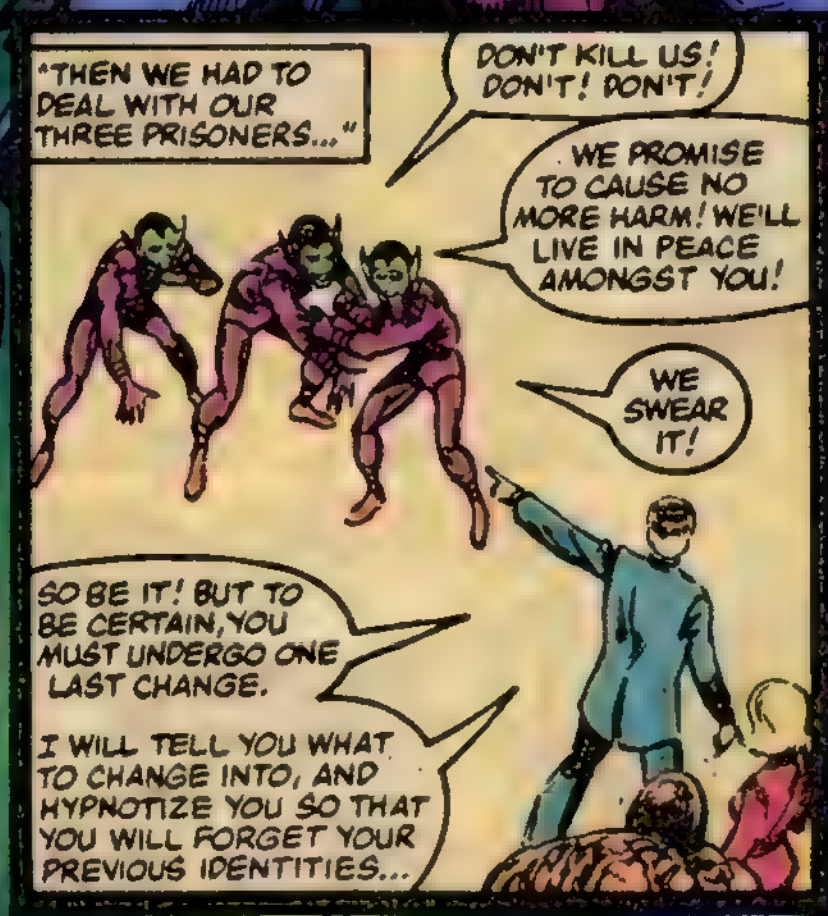
You are what you Eat

By Paul J. Grant

Writers Grant Morrison and Mark Millar put their spin on the Marvel Universe with the *Skrull Kill Krew*.



Strangers walk among us. What's worse is they can look just like us. Come this July, denizens of the Marvel Universe will have good reason to look askance at their neighbors, when the Scottish writing team of Grant Morrison and Mark Millar, along with British artist Steve Yeowell, bring us the ultra-violent adventures of the Skrull Kill Krew inside the comic of the very same name.

"I got the idea about two years ago," Morrison relates. "I sent [a proposal] into Marvel where it just lay on a desk for a while."

The idea is practically as old as the Marvel Universe itself, based on a tiny little plot point going all the way back to *Fantastic Four* #2 published in 1962, which introduced comicdom to the shape-changing alien race known as the Skrulls. At the end of that issue, three Skrull warriors were turned into cows. They showed up again briefly in *The Avengers* #93-#94, and then again in *Fantastic Four Annual* #17, but otherwise have apparently been forgotten.

And Morrison, a man known for his off-the-wall imagination and bizarre interpretations, took all he knew and twisted it into his own curious tale. In a premise vaguely reminiscent of Byrne's *FF Annual* #17 (where the Skrull cows' mind-altering milk allowed residents of an upstate town to shape shift), Morrison poses the questions of "What would happen if these cows were turned into hamburgers, and if those burgers were carrying some sort of alien virus based on the Skrull DNA, how would that affect people who ate them?"

He originally pitched the idea to Marvel editor Joey Cavalieri, but it didn't fit in well with Cavalieri's 2099 line of books, so the proposal languished until Marvel's recent line restructuring, when it caught the attention of "Marvel Edge" editor Bobbie Chase.

Morrison's concept, in a nutshell, is that those who ate Skrullburgers would be infected with the virus. On the plus side, they'd gain shape changing powers, added strength, and the ability to see the Skrulls Among Us in their true forms. On the minus side, the virus would slowly destroy their brains, bringing certain death and a rage that grows more uncontrollable over time.

These facts were first uncovered by Krew leader Ryder, a dread-locked former S.H.I.E.L.D. agent who was one of the virus's victims. Realizing he was essentially under a death sentence, he left the agency and went searching for those similarly affected. His goal was to recruit them into a strike force that would identify any living Skrulls disguised as humans, and blow them away.

Ryder and his fellow Krew members, designed by British artist Brendan McCarthy (see sidebar), are a hodgepodge of '90s disaffected youth archetypes. There's Moonstomp, a racist British skinhead who ironically has developed a disease that is gradually turning his skin black. Dice is an American surfer dude, whose morphing powers are wholly unpredictable; when he's about to morph, slot machine windows appear on his forehead and only when they come up all lemons does he manage to control his change. The two female members are diametric opposites. Riot is a spike-haired punk dressed in a suit and tie, who morphs into great spike-bodied insect forms, and Catwalk is a baby-doll cutie whose forms tend more toward feline and avian, often at the same time.

McCarthy's basic approach in designing the characters for *Skrull Kill Krew* was as a biker gang, rather than as superheroes. "I felt there was something faintly absurd about characters that look like, say, the Fantastic Four riding about on motorbikes. So one has to make them actually look like they're part of a motorcycle gang."

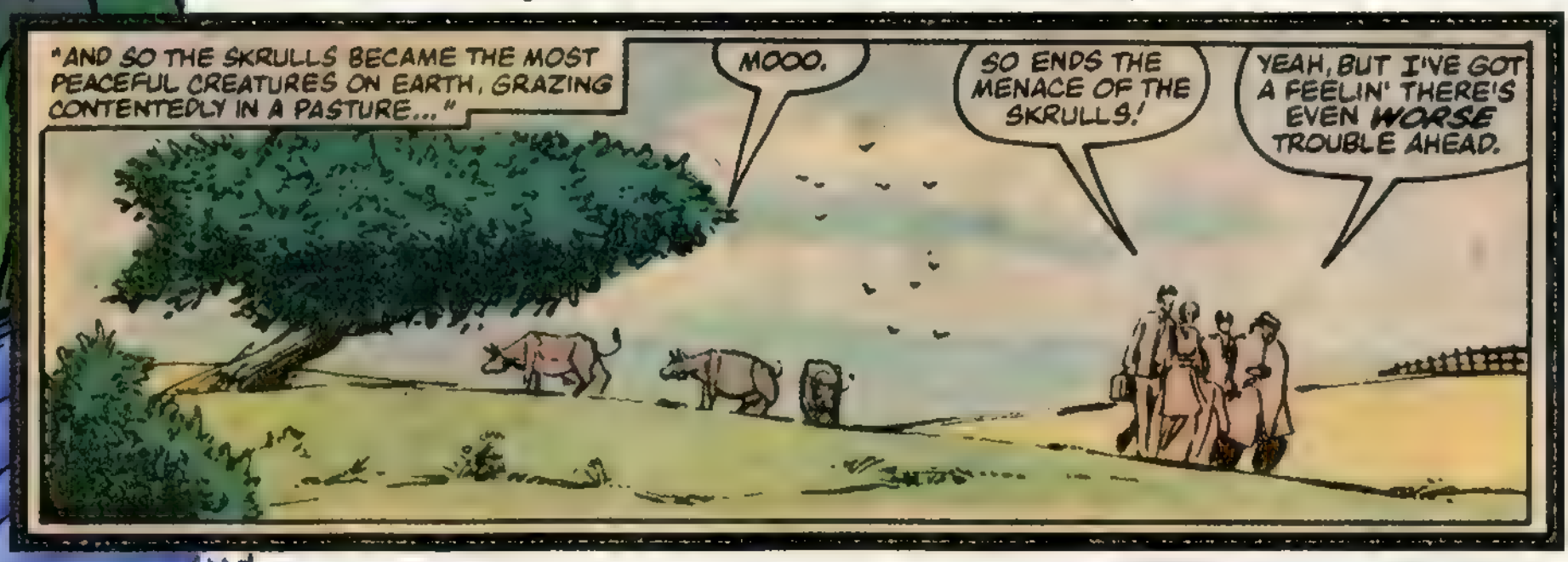
While *SKK* is set firmly in the Marvel Universe, and therefore other familiar Marvel faces are bound to show up, don't expect many traditional team-ups. After all, the Krew's tactics are at odds with traditional heroic values, so both the forces of the law and Skrulldom will be set against them.

"Basically, it's a team book for Marvel fans that is unlike anything that's been done before at Marvel," explains co-writer Mark Millar. "It's the idea of doing something new that's really exciting to both of us. The Marvel people were really excited about it, too, so it's going to come out quicker than most books usually do."

The creators in this enterprise are names not normally associated with mainstream superhero comics. Morrison himself is best known to American comic readers for his work in DC Comics's alternative Vertigo imprint with such titles as *Animal Man*, *Doom Patrol*, and *The Invisibles*. Writing partner Mark Millar is currently writing *Swamp Thing* for Vertigo, and penciler Steve Yeowell has a long history of partnership with Morrison on such things as *2000 A.D.*'s "Zenith" published in the UK, Vertigo's *Sebastian O*, and the aforementioned *The Invisibles*. However, most readers probably don't realize that Morrison and Yeowell actually first teamed up on a Marvel title, specifically Marvel UK's *Zoids* (based on the Japanese toy robot line).

"Don't let the pedigree fool you," advises series editor Tom Brevoort. "*Skrull Kill Krew* is an over-the-top

Inset and below: The "original Skrull cows" are sentenced to their bovine incarceration, as retold in *Fantastic Four Annual* #17.



SKRULL KILL KREW and all artwork and characters ™ & © Marvel Entertainment Group

action series."

"The truth of the matter is that Mark and I didn't really read too many horror comics when we were lads," recalls Morrison. "We read superheroes. In fact, just about all we read these days are superheroes, too, so it always seemed kind of natural we'd end up working for the country's best superhero comics publisher. We've both written Batman and a few other DC mainstream guys, but getting our hands on Spider-Man, Captain America, and the Avengers...Oh boy! It's the business!"

Millar agrees. "Marvel UK in the '70s were reprinting [Marvel's] old '60s comics, so I was just discovering [the comics stories of] Stan Lee and Jack Kirby. I've got a real fondness for all that old stuff, and it's the same kind of enthusiasm that they brought to their stuff in the '60s that we're trying to get now. We're looking at it with fresh eyes, because we've been away from Marvel for quite a while and it's really exciting to be among all these characters we love so much.

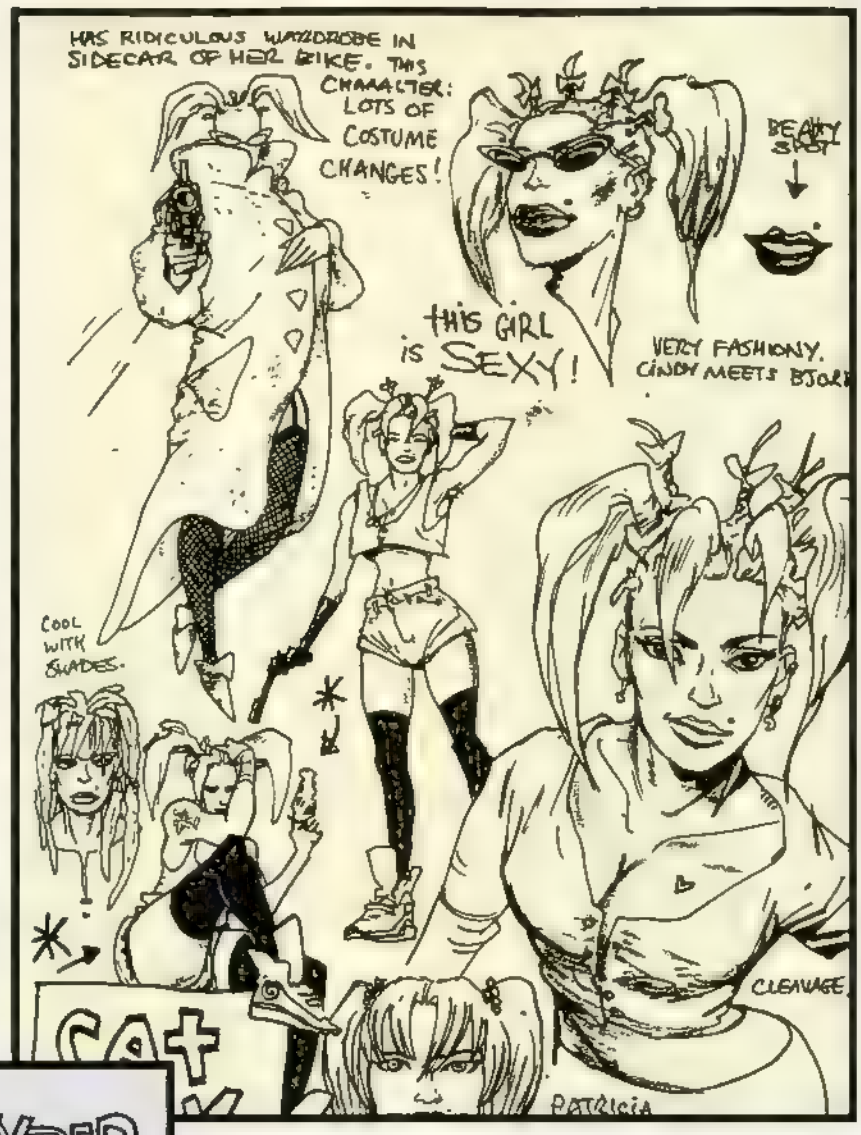
"Issues #2 and #3 have got Captain America in them," continues Millar. "And it all ties in quite nicely, 'cause the leader of the team is a former S.H.I.E.L.D. member and he's got a really shady past where he was kicked out of S.H.I.E.L.D. for something involving a lot of Marvel characters a few years ago. And Nick Fury's involved in it as well, and Baron Strucker's the villain for issues #2 and #3. We're just basically using everybody we always wanted to do. We're gonna try and get Spider-Man in at some point. The Fantastic Four will be dropping by. And the last three issues of the first year are gonna have the Avengers in it, because it's a reenactment, really, of the Kree/Skrull War, so everyone's gonna be involved in that."

According to Millar, working for Marvel is apparently not too different from working for DC. "A lot of people said to us, when we said we were going to do this thing, 'How could you ever work for Marvel?' But the people we've dealt with at Marvel have really been terrific, totally supportive all the way, and we've got away with so many things that we really didn't think we would. There really hasn't been any problem at Marvel like we thought we might come up against after so much editorial leeway like we had at Vertigo. At Vertigo, you're given an opportunity to do anything you want, and we thought Marvel, being a corporate structure, would be a lot more restrictive, but that really hasn't been the case. I think you're going to see a lot more guys coming over."

Penciler Yeowell also finds the transition smooth. "I've not really changed my penciling style as such, although I've tried to make the pencils tighter, but I'm leaving it to Chris Ivy, the inker, to give the strip that whole Marvel sheen."

It is this combination of traditional and unconventional elements that Marvel is banking on to attract readers. As editor Brevoort candidly notes, "This is probably the worst time in recent memory to be launching a new comic." But, on the flip side, "I think risk-taking projects like *Skrull Kill Krew* are the kind of books Marvel should do more of. It's story driven. It's writer driven. It's concept driven. It's just an incredible blast to read." ☆

Michigan-based writer Paul J. Grant says he is 100-percent human, but only his hairdresser knows for sure.



Original character sketches by Brendan McCarthy.

CHANGING FACES

Perhaps you've seen his work in comics with Peter Milligan, such as Vertigo's *Rogan Gosh* or Tundra's controversial *Skin*, the latter of which was banned in England for three years, or *Johnny Nemo* or even *Strange Days* both from Eclipse. Perhaps not. Odds are, however, that you have seen British artist Brendan McCarthy's work and didn't even known it.

For example, McCarthy has been the production designer and storyboard artist on movies like the first *Teenage Mutant Ninja Turtles* film, *Highlander*, *Enemy Mine*, and *Coneheads*. On the small screen, he designed strange creatures for Jim Henson's Emmy Award-winning show *The Storyteller*, and is one of the designers of ABC's *ReBoot*, a fully computer-animated half-hour Saturday morning series; he'll soon be directing some episodes as well. In the mid-1980s, when the big budget music video was in its heyday, he worked with such performers as Michael Jackson, Paul McCartney, and Dire Straits.

Obviously, Brendan McCarthy is a man of many parts. When he finds a free moment, however, he returns to his first love, comics. "What I really do is move in and out between comics and film and TV," he explains. "I find it keeps me fresh. I think if I did comics all the time, I'd get stale."

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JUDGEMENT DAY!

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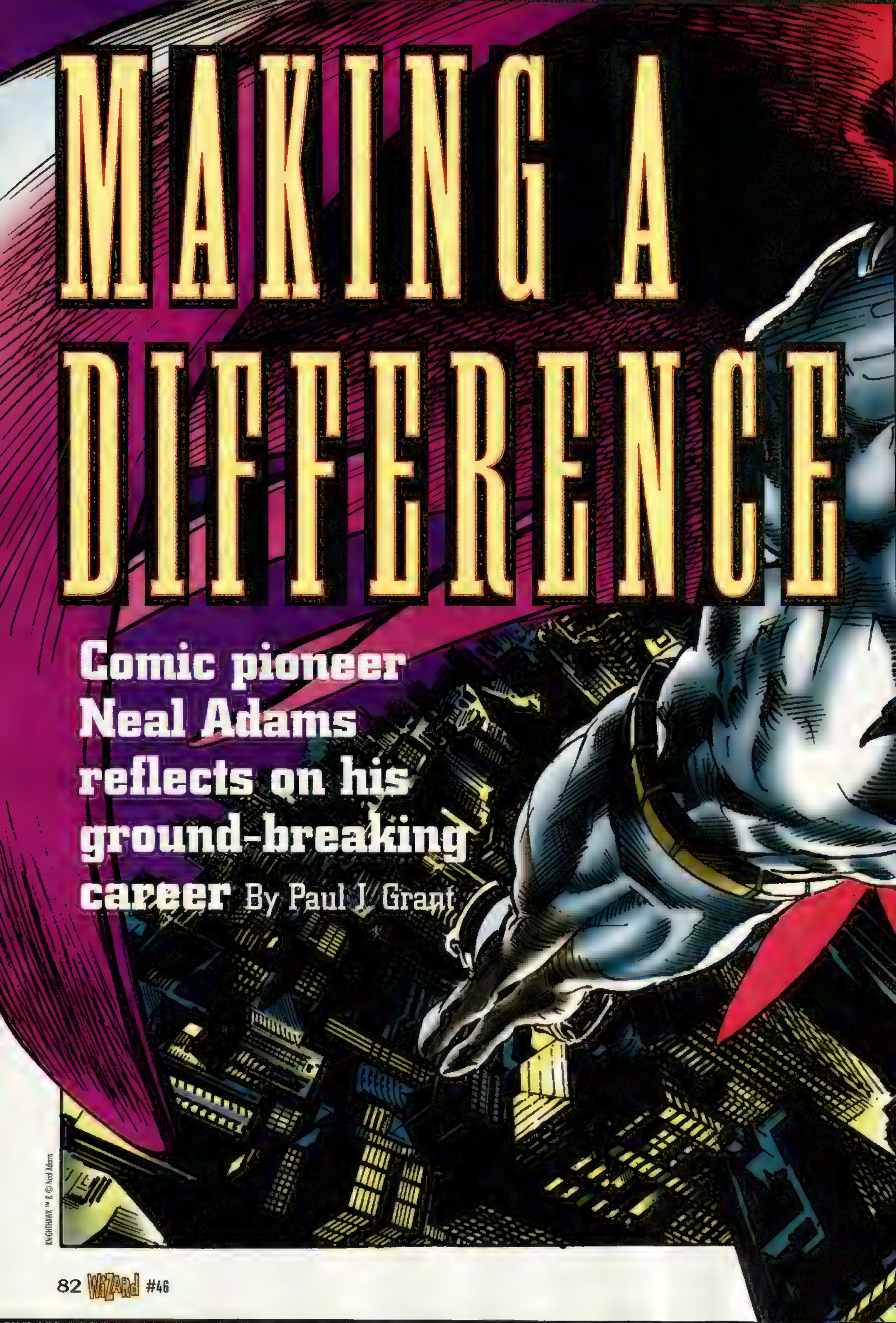
MAKING A DIFFERENCE

Comic pioneer Neal Adams reflects on his ground-breaking career By Paul J. Grant



KNIGHTHAWK™ & © Neal Adams

A spread from Neal Adams's *Knighthawk*

There is a very strong case to be made for the argument that the single most influential artist in comics over the last 30 years has been Neal Adams, who almost single-handedly brought shadow and depth to the medium's visual vocabulary in his seminal work on such late '60s/early '70s titles as *Strange Adventures*, featuring Deadman, *X-Men*, *Green Lantern/Green Arrow*, *The Avengers*, and perhaps most importantly, *Batman* and related titles. One of the first of the independent comic book publishers, he is a long-time fighter for creator's rights. Now head of Continuity Studios, whose comic publishing operations are on hiatus, he discussed his illustrious career in late 1994, as he stands ready to unleash his creations, including Knighthawk, Valeria the She-Bat, and Samuree, through Acclaim Comics's Windjammer imprint, starting in May.

"I think of myself as someone who brings aspects of illustration into the

Mr. Neal Adams

WIZARD Tell me how you broke into the business.

NEAL ADAMS: I broke into the business in 1959. I was 18 years old, just out of high school, and did not have the money nor the scholarship abilities to go to college. I basically had to support my family, and I had chosen stupidly to become a comic book artist in a time when nobody was hiring comic book artists.

Why did you make that particular career choice?

Mostly, because I didn't feel by the time I finished high school that I would be sufficiently proficient to be an illustrator. At that time in history, the comic book industry was a bad business to be in. Everybody was deserting it. All the famous and near-famous artists and writers had left it. The people who were left with any quality—like Joe Kubert, Russ Heath, and Mort Drucker—were only surviving because they were working for DC Comics. EC Comics had come down with a crash. Marvel at that time was Timely Comics, and they did those dreadful Stan Lee stories of which there were five plots, according to historians—Mogog the Gogog and other variations. Then there was Charlton, and Archie Comics, of course. I went up to DC with my first portfolio, and they were nice enough to meet me in the lobby and tell me that my work couldn't be used. I didn't understand why; they never gave me an explanation. Then I went to Archie, where they allowed that I could do some joke pages if my work was sufficiently good. Every couple of days, I came up there with two new sample pages, and they would find something wrong with them. Finally, they accepted my samples and gave me work.

You then did comic strips?

I was the assistant on a syndicated comic strip based on the *Bat Masterson* TV series. Then, at the fairly early age of 21, I landed a syndicated comic strip myself based on the *Ben Casey* TV series. At that point, I was very competitive with the top guys in the field, and I guess I thought I was going to be a syndicated strip artist for the rest of my life, or at least until I became an illustrator.

At a certain point, I could see that the comic strip field was not for me, that it was a dying business, that it was time for me to go into the illustration field. I left the comic strip and I painted a portfolio. It took me six months. I did paintings and illustrations in a number of different styles, and went out to seek my new fortune as an illustrator.

One day, not long after that, I left my portfolio at an advertising agency, hoping to get work, and when I went to get my portfolio two days later, it was missing. Six months' work down the drain. They couldn't find it, and it would never be found. I realized that I had not earned much of a living for six months. I had done some storyboard work and some other stuff, but basically I decided I had better get my career started one way or another. So I cast around to do comic book work. The first work I picked up was from Archie Goodwin, a gentleman editor at Warren Publications. I then went to DC and met a non-gentleman editor Robert Kanigher, who was probably one of the crustiest, nastiest editors on Earth, but you kinda had to like him. He gave me some war stories to do.

What happened in the interim was Marvel had started to do comics that were taking attention away from DC. DC was starting to feel the bite, for the first time in a decade, of competition that was actually selling comic books. In a way, I was in a fortunate place at a fortunate time. There were no new people at DC being let in the door, and I had like fallen out of the sky. It was such a retrograde business, such a medieval type of place, that the people who worked at DC never read the comic strips. They never did anything outside of their very small world, and they had no idea where I had come from, yet I could do everything they could do and more, and brought a certain amount of attention to DC. So DC, after a short while, started having me do many different things.

Like what?

Characters like the Spectre and Deadman. Basically, they had me do everything. I became, in some small way, the only bulwark against what Marvel was doing, [where Marvel] was hiring some old professionals who had been around a long time and giving them superheroes to do, and starting to hire some new young artists that were just beginning to come up. I was basically the only new face at DC, so anything that they wanted to experiment with, anything they wanted to try that might be new, they had me do. At that time, I was of course a young lion who wanted to do new stuff, so I was constantly irritating them and driving them crazy, but at the same time, providing them with fresh, new ideas. So at one moment they hated me, and the next moment they loved me.

You were working at that time from full scripts, right? How did you bring your own particular vision to the process?

The best example I can think of is, at that time there was a television show called *Batman*. DC didn't quite understand why, while they were doing so well [with] the television show, the Batman comics weren't selling. I went to Julie Schwartz, who was editing [the Batman books], and who had become a rel-

GREEN LANTERN/GREEN ARROW, BATMAN, and all related characters ™ & © DC Comics.
X-MEN and all related characters ™ & © Marvel Entertainment Group

comic book field, and who went out of their way to make high drama out of comic books."

ative friend—actually, Julie doesn't become your friend, he becomes someone who's willing to abuse you—and I asked him one day, "Julie, I'd really like to do a Batman story." And he said, "Get outta here."

So, undaunted, I went to Murray Boltinoff, and asked him if I could do a comic he was then editing called *The Brave & the Bold*, which at the time [teamed] Batman with other characters. Of course, I received full scripts, which gave me an opportunity as an artist to alter only a few things. The writer describes an event; I, as the artist, decide that this event is going to take place at night. He asks for Batman to come into the room; I decide that Batman will come in through the window, in the shadows. I decide that Batman's cape is going to be longer, his ears are going to be more pointy, the lighting on his face more shadowed, and I make Batman a more mysterious character than [the Batman] on the television show and in the comic books, who was walking around in the daytime in his underwear. I made Batman into a dark character, a Dark Knight, for several issues.

One day, Julie Schwartz came storming down the hallway at me, and said, "What the hell are you doing with *Brave & Bold*? I'm getting all these letters that say the real Batman's in *The Brave & the Bold*." I said, "Julie, I asked you if I could draw Batman. You didn't let me." "Well, you're drawing Batman now." What was nice about that was that [editor/inker] Dick Giordano had recently come from Charlton and brought with him a couple of writers, including Denny O'Neil. Denny started writing Batman at the same time I started drawing it, and we turned out to be a pretty good team.

Denny O Neil is probably the writer whose name is most linked with yours in terms of quality of output. In retrospect, did you feel at the time that this was a magic combination of talents?

In all honesty, I didn't expect that it was going to happen. I had worked with various writers at DC, all of whom I had respect for, but at the time I had written a number of Deadman stories myself, and it seemed to me at that point that I was doomed to write my own stories because I really wasn't satisfied with anybody else's work. But I found with Denny, I was comfortable enough to say, "Maybe I don't have to write my own stuff."

One of your best-remembered team ups with Denny was in the *Green Lantern Green Arrow* book. How much input did you have in those stories?

For the most part, 90 percent of those stories were Denny's. I would occasionally suggest that we tackle certain subjects. The only one where I made the decision as to what we were going to do was the drug story. I thought it was time for comic books to do drugs.

Clockwise from top: Adams made Ka-Zar cool; a tragic scene from a '70s Batman tabloid issue; a reprint of the controversial drug abuse cover from *Green Lantern* (vol. 1) #85.

"I was basically the only new face at DC, so anything that they wanted to experiment with, anything they wanted to try that might be new, they had me do."

DC's "experimental" Deadman

DEADMAN ™ & © DC Comics.

Perhaps a poor choice of words.

Exactly. [Laughs] Since I knew it was *verboten* under the Comics Code at the time, I went home and I drew the cover that now appears on *Green Lantern* #85.

Speedy with the drug paraphernalia.

I brought it in finished, and gave it to Julie Schwartz, who dropped it on his desk like I had given him a hot potato. Everybody at DC liked it, but it was a fearful thing to contemplate.

Had the Spider-Man story involving drug use come out at that time?

Stan Lee had done something in *Amazing Spider-Man* about drugs, and the Comics Code Authority had rejected it. Stan did a pretty brave thing; he decided to print that comic without the Comics Code seal. Over at DC, they just flipped out. Within two weeks, there was a publisher's meeting and the Comics Code guidelines were rewritten. Immediately subsequent to that, we received the green light to go ahead with that particular book.

At about the same time, you were also doing some work for Marvel. Was it unusual for someone to do work for both companies at that time?

When artists went from one company to another for assignments, they didn't use their real names. There was very little that writers and artists were doing to express their freedom to move back and forth between the companies, to fight for rates that were fair to make a living [with]. I went over to Marvel, and I talked to Stan, who said, "You can do any book we have." I said, "Which book is selling the least?" He said, "*X-Men*. We're about to cancel it." I said, "I'll take it." He asked why and I said, "If I do *X-Men*, you won't bother me, right?" "Right. OK, how shall we list you in the credits? What name would you like to use?" "Well, Stan, my name is Neal Adams, so if you'd write that down, I'd appreciate that." "How would they feel at DC?" "Stan, I'm a freelancer, so it really doesn't matter how they feel about it at DC." "Are you still going to work for DC?" "Yes." "You know we don't like someone who is working for us to work for DC." "I guess that means I can't draw your comic books for you." "No, no, I don't mean that...so you want to be Neal Adams." "I am Neal Adams." "OK, you got it." That was the end of that conversation. You think about [how things are] now, you think, "That's impossible," but no, that's the way it was.

How did working with Roy Thomas on *X-Men* differ from working with Denny O'Neil?

The only two writers at Marvel were Stan and Roy, and since they were very busy, they were grateful when the artist provided the story. So I drew the stories from my own plots, and Roy provided the dialogue.

So you were responsible for creating Sauron and Havok?

Yeah. I brought Professor X and Magneto back from the dead. I did about 10 books, and the sales did not go up sufficiently to satisfy them. Only later did they discover that their sales data was lagging about six months behind. One of the reasons they brought back the X-Men was that every new artist that came to Marvel after those 10 issues wanted to do the X-Men. What you discover is that each new artist, in their turn, will do a Sauron story and go into the Savage Land with Ka-Zar, and bring back Magneto, until they go on and do stories of their own. Dave Cockrum did it, John Byrne and Jim Lee, and even the TV cartoon. They all went through the same process.

You then moved to *The Avengers* and started a truly immense storyline, the Kree-Skrull War, the most ambitious story Marvel had done to date. You did five issues—#92 to #96—only to be replaced by John Buscema, who concluded the tale. What happened?

I sort of work on faith. I was happy at Marvel with Roy Thomas, and I was happy doing *The Avengers*. I just felt they were a big group and therefore needed to do something big. Roy left me alone again, and I just went crazy and started to do this story. Roy was going through a difficult time in those days, and at one point he could not dedicate himself to the story. [This] led to bringing other people into the project. I got tired of being in the middle of it, and I essentially just said, "No. That's enough for me."

Did you ever give any thought to how you would have ended the story?

Sure! I had in mind another 10 to 15 books of the Kree-Skrull. In fact, at Continuity I plan to finish some unfinished business and do an intergalactic war. It needs to be done, you know.

Did you become disenchanted with the industry at this point?

Not at all. I have too much fun doing comic books, but I went on a personal strike. Dick Giordano and I had set up Continuity Studios, and we were doing both comic and non-comic work, which made us independent of DC and Marvel. What made things difficult for me to continue working in comics was the problem with Jerry Siegel and Joe Shuster, the creators of Superman.

You were personally involved in efforts to get them some sort of recompense from DC. Can you tell me what actions you took?

I can only really cover it lightly, because by agreement with DC and Warner Brothers, I'm really not contractually able to talk about it in detail for their sake. [Jerry and Joe] were both, by then, in their sixties. Jerry Siegel was making $7,500 a year as a clerk. Joe Shuster was living off the income of his brother, because he was legally blind. They had perhaps taken bad advice from their lawyers. Siegel wrote a nine-page letter to the *New York Times* and *Washington Post* which came to the Academy of Comic Book Arts, of which I was the president. I resolved that the resources of my little company were going to be put into resolving this situation, to see that Jerry and Joe were going to be paid on a weekly basis some reasonable amount of money to take care of them for the rest of their lives. Three months or so later, after a lot of hard work, we got our deal for Jerry and Joe.

THREE PART MINI-SERIES

SAMUREE

MISTRESS OF THE MARTIAL ARTS

SWORD OF THE DAMNED THING!

- Peter Stone
- Rodolfo Dimaggio
- Neal Adams
- Saw Nan
- Cory
- Beachum

That wasn't the basis for your strike, though, was it?

Once that was resolved, I discovered the Work Made for Hire provision in the new copyright law, which I considered a total outrage. The difficulty with the provision, in my opinion: the intention of the copyright law, in a country like America, is to create a balance between the publisher and the creative contributor. In creating that balance, it seems as though there ought to be two different ways of employing a person—that is, either as an employee, in which all benefits and conditions of employment are set by the employer, or as a freelance contractor, which means that the person is a separate business, and they agree to work together under a contract that each of them signed. It seems to me there should be no third category, in which a person works as a freelancer and gets no benefits, and then must, according to the law and the agreement, be treated as though they were an employee. I can't see how it makes any sense—you can't call somebody one thing, and then make them another.

I decided to go on a personal strike from DC and Marvel [in the late '70s], just to let people know that. I wanted to change the industry from the outside. What I did was devote a percentage of the money that I earned at Continuity to finance projects by certain artists and writers: *Bucky O'Hare* by Larry Hama and Michael Golden, *Freakshow* by Bernie Wrightson and Bruce Jones, and Howard Chaykin's *Cody Starbuck*. We took a proprietor's interest in these projects, but left ownership in the creators' hands. I lost money on this plan, but the offshoot was that people looked at this and got the idea that they, too, could publish comics. It totally changed the face of the industry.

***Star'Reach* happened before then, though, didn't it?**

*Star*Reach* [a black-and-white anthology series that began in 1974] was not taken seriously by anyone. It was an indication of things to come, but basically it was like a fanzine.

So you did advertising work, book jackets, album covers...

Everything on Earth.

...and even directed a film

It was more or less a student film, although it's tough to be a student at 40. It was called *'Nanas*, but now it's known as *Death to the Pee-Wee Squad*, and it was distributed by the folks at Troma, perhaps the worst distributor on Earth. The movie's about two children who are being pursued by three groups of industrial spies, and are saved by a monkey doll named 'Nanas.

Didn't that distract you and Continuity from going back to doing comic books?

I was so busy doing commercial work that I really couldn't turn out much in the way of comic books, but there isn't a day that goes by that I don't do comic books one way or another. They may not be the comic books you see. We're going have a series of *Classics Illustrated*-type comic books that will appear in the Wendy's fast food chain by April, probably the most copies of any one title than have ever appeared in the history of man on Earth. They will be handed out for free. The titles include *20,000 Leagues Under the Sea* and *Gulliver's Travels*.

Continuity developed a reputation for lateness and long delays in the publication of announced books

My company has been guilty of being late in general, along with Image and a whole bunch of other people in the industry, to my chagrin. The price for being late was heavy indeed. One of the reasons I had to shut down Continuity recently is that not only were we late with our comic books, [but] any effort we made to catch up with our schedule was greeted with worse abuse.

When you shut down operations earlier in 1994, you left two major storylines unresolved: "Deathwatch 2000" and "The Rise of Magic." Do you plan on having those completed as originally announced? For example, will Michael Golden still be the artist for the last chapter of "Deathwatch 2000"?

Michael drew up to, I believe, page 10 and then dropped out to other things. I will pencil and ink the remainder. The pages that Michael did are so good that I have to work my best to come anywhere near them.

How much more remains to finish "The Rise of Magic"?

A lot. About 20 books. I had to stop that project because if we had gone on, we would have gone bankrupt. Continuity, unlike many companies bankrolled by investor money, is

Classic Neal Adams: *Avengers* #93

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VALERIA THE SHE-BAT ™ & © Neal Adams

essentially supported out of my art studio. At the beginning of "Deathwatch 2000," we found we were actually making money for the first time in our history, but we over-obligated ourselves. We made some bad business decisions which could have corrected themselves, except that the crash was happening. On the other hand, one of the things learned was that Continuity isn't really good at doing monthly comics. So we're going to do a six-issue *Knighthawk* series, but we're going to be doing it through Acclaim Comics's Windjammer imprint.

Why go through Windjammer instead of publishing it yourself?

Because I took a look at the current state of the industry, and decided I'm tired of losing money. Acclaim made me an offer I couldn't refuse, and it makes sense at this point to have someone else shoulder part of the risk. We're also going to be doing a two-issue *Valeria* and a three-issue *Samuree* series with Windjammer.

What about finishing "The Rise of Magic"?

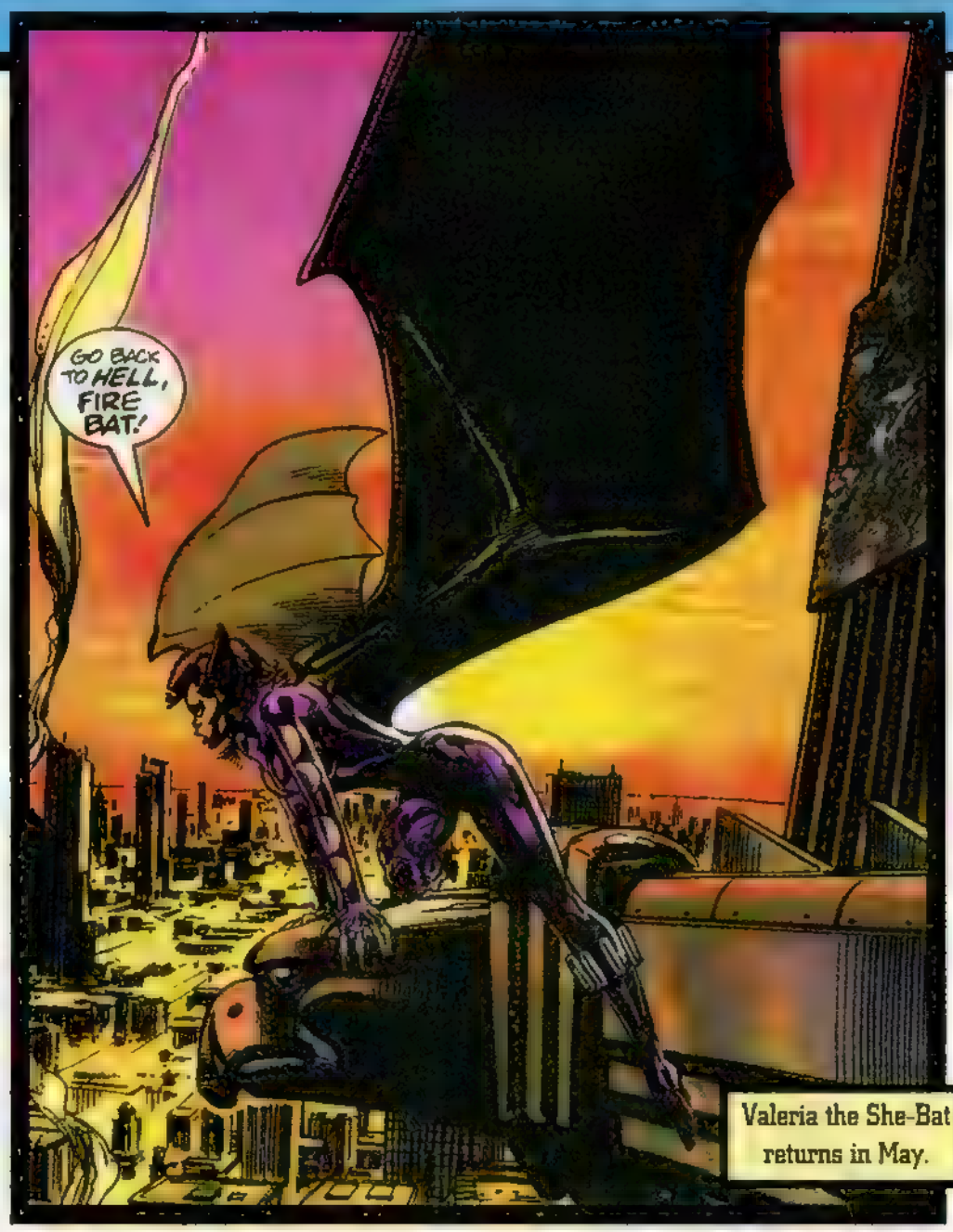
Eventually. All the things I wanted to do in "Rise of Magic" we're now doing carefully, so the art will be good, the editing will be good, the holograms and extras will be right, and it will all come out in a three- or four-month period, and you can buy it to the end. When it's over with, we'll have another project. No more soliciting before the work is done. [That's a] new policy at Continuity.

So any rumors about Continuity's demise are premature

We are the oldest independent comic book company out there that's survived. We may not be publishing now, but we haven't gone bankrupt and we're not out of business.

What happened to the Spawn/Valeria the She-Bat crossover that had been announced to go into *Valeria* #3?

We had worked out an arrangement with [Spawn creator] Todd McFarlane, and it was done on a handshake deal, actually over the telephone. At first it was going to be one issue, and then we asked if it could be two. Todd agreed, so we solicited the book. You know, when you do it on a handshake, sometimes they can change the rules on the other end? I didn't know that. Todd was concerned, he said, that somehow this was going to eat into the sales of the Spawn/Batman [crossover with DC], so he pulled the plug. He never told me directly, but had another person call me and say that they felt they were getting too close to the Batman books. I changed the story to replace Spawn with Knighthawk, but now it no longer matched the solicitation, which had generated 300,000 copies. Issue #3 [of *Valeria*] sold 58,000 copies.



Valeria the She-Bat returns in May.

After all these years, how do you really feel about Batman?

I'm personally not a big fan of Batman, although I am somewhat a fan of people who can take care of themselves. Batman is much better at it than anybody that I could imagine, in that if you're a normal human being and you don't have any superpowers, and you're going to go out and try to catch criminals and you're going to do what Batman does, you had better be awfully good at what you do. Batman is not only awfully good at what he does, he's close to a genius, and probably the best athlete in the world.

Would you like to go back and do some more Batman?

In fact, I was scheduled to do a Batman story with Denny O'Neil, but it was later done by Mike Netzer [as the 1992 *The Poison Tomorrow* book]. I had some problems with the script. I thought it was awfully slow-moving for my reentry into doing Batman, and I asked to have it juiced up a little bit. There seemed to be some editorial policy at DC that prevented that, and [editor] Archie Goodwin withdrew it from me. But it may happen sooner than you think. There are lots of surprises coming. I'll give you a little hint. One of the drawings that's above my desk is a drawing of some licensing art for the new Batman movie. It has a signature on it that says Neal Adams.

Do you still read Batman on a regular basis?

Not on any regular basis. There are certain artists who will do Batman and it will jump right out at you. I always give Denny a shot, because Denny's the man. I certainly read the [*Sword of*] *Azrael* series, which DC forgot to promote in the beginning. "Ah, guys—do you know that you're doing these books with two of the best artists in the field [Joe Quesada and Kevin Nowlan]?" That was kick-ass stuff.

How did you develop the style for which you are best known?

There's a word in your question which has a different meaning for me than you may imply, and that's the word "style." I consider "style" to be what you do when you're not good enough to do it perfectly.

I meant more than just technique. The line work, the layouts, the larger than life characterizations, the use of shadows—these are the things I think of when I hear "Neal Adams."

And sometimes I do, too, but I think of myself as someone who brings aspects of illustration into the comic book field, and who went out of their way to make high drama out of something as "low" as comic books. When I came into comic books, it was not so much that I was doing all these new and different things, it was that the people who were doing comic books at that time were not. I was shocked that people didn't think that way already. I knew no artists who thought in terms of designing a page, rather than just a panel.

Do you consider this your legacy?

If you look at the comic book business now, most of the standards that you saw in my work have been accepted by many people in the industry and have become part of the regular lexicon of what comic books are all about. We have entered into a time—and I believe I was present when the new door opened—when someone who is thoroughly professional, [and] has learned all the skills of storytelling, structure, and design, can apply that to doing comic books, a medium in which there is such a degree of freedom and potential that we are only now just beginning to feel the edge of it. ☆

Paul J. Grant is a Michigan-based corporate writer and part-time freelance lawyer, and once opened for Bob Seger.

AN EXHIBITION OF THE FINEST PAINTERS IN THE COMIC BOOK INDUSTRY...

Julie Bell,
Dan Brereton,
Joe Chiodo,
Dave Dorman,
John Estes,
Bo Hampton,
Scott Hampton,
Jon J Muth,
Jerry Ordway,

Joe Phillips,
George Pratt,
Bill Sienkiewicz,
John K. Snyder III,
Ken Steacy,
Brian Stelfreeze,
Mark Texeira,
Matt Wagner...
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Superartist George Pérez handles penciling chores on the Malibu half of the crossover, as well as the covers to *UltraForce* #9 (here) and #8 (opposite).

Earths' Mightiest Heroes

Key elements to the Avengers/UltraForce crossover add to fans' anticipation

By Patrick Daniel O'Neill

The news that Marvel Comics's Avengers will meet Malibu Comics's UltraForce has raced through fandom. Besides the fact that the two supergroups will meet, the news that renowned *Avengers* (and current *UltraForce*) artist George Pérez will have an artistic hand in the meeting also moved through fan ranks like wildfire. And, in addition, for the three-issue *UltraForce* run-up to the big meeting, Pérez is being joined by his former *New Teen Titans* partner Marv Wolfman, who will be supplying the dialogue.

The crossover starts when the Black Knight shows up in May's *UltraForce* #8, after having been missing from the Marvel Universe for several months. The Knight's sojourn with the Ultras runs through *UltraForce* #10, and then moves into *UltraForce/Avengers Prelude* #1, written by new *UF* writer Warren Ellis and its editor Hank Kanalz, with art by John Royle and John Statema.

Following that comes the big team crossover event itself, a two-issue mini-series. The first issue will come from Marvel with script by Glenn Herdling and art by Angel Medina; the second is from Malibu, with script by Ellis and art by Pérez. Pérez will also be providing the covers to both crossover issues.

Although both Pérez and Wolfman are pleased to be working on the same title again, they stress that this can't be called a reunion. Wolfman notes that he's merely playing a fill-in role by providing the regular *UltraForce* crew with a script to go along with Kanalz's plot and Pérez's pencils.

Pérez says the knowledge that Wolfman is now a part of the team, however small, has shifted how he looks at the job. "I don't want Marv to be disappointed working with me again," he chuckles. "I was getting two pages done a day; now I'm down to one, because I want to put in all the little details or Marv won't recognize it's me. There are certain Pérez expectations. I was originally planning to do this as just layouts—but now Marv's involved. He was not only my partner, but one of my harshest critics. I'll be curious to see the final result; it's the first time Marv and I have ever worked this way."

As for the meeting of Ultras and Avengers, editor Kanalz admits to some early trepidation that the crossovers with Marvel characters would destroy the uniqueness of the Ultraverse, but now he says, "The premise of the crossovers precludes that. What we've been able to do is bring the uniqueness of the Ultraverse to the Marvel Universe, and bring everything that long-time fans love about the Marvel Universe to the Ultraverse. We can compare and contrast them. The Black Knight pops up in the Ultraverse, a world that only recently began having superpowered people, coming from a world that has long had them and where it seems there's a superhero on every block. The Black Knight, who *hasn't* been a leader in the Marvel Universe, becomes a natural leader in the Ultraverse because of all the experience he has."

Following the crossover—which then spins into a huge Malibu event ominously called "Black September"—both universes will contain a number of significant differences, says Kanalz. "A couple of our characters will actually be stuck in the Marvel Universe after the crossover. As for the Ultraverse, we intend to keep the Black Knight. He's not going back yet." ☆

Contributing Editor Patrick Daniel O'Neill is the leader of his own universe.

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ULTRAFORCE and all related characters ™ & © Malibu Comics Entertainment, Inc

scene

by Lea Hernandez

print anime

So, you've watched anime videos like *Sol Bianca* or *BubbleGum Crisis*, and found yourself wanting more. Perhaps you wanted new stories, or found manga "too Japanese," and would prefer something that has a Japanese flavor, but with an American twist. Before now, you might have gone to your local comics store and discovered that there wasn't a lot to choose from. Fans hungry for anime-based comics were mostly out of luck unless a favorite video happened to be a translated manga.

But that's changed recently. There are more anime-inspired, American-produced comics available than ever before. Since most of these titles may be a little hard to find in your local shop, I suggest asking for them if you don't see them, ordering them from your favorite store or retailer, or acquiring a copy of *Advance Comics*'s exhaustive anime/manga supplement, *Anime Archive/Mega Manga*. These comics can be a challenge to acquire, but for anime and manga fans wanting more, and American comics fans wanting something "different," they're well worth the effort.

Dirty Pair (above) is brought to you by the folks from Dark Horse and Studio Proteus, while *Sol Bianca* is from Graphic Visions.

Academy Comics

Like all of the other companies, Academy works closely with its license holders to ensure that its comics are true to the spirit of the original material. In Academy's case, this means no nudity, excessive violence, or politics. All material produced by Academy is pre-approved. Even with these seemingly strict guidelines, Academy has an ambitious and varied line of comics.

Jean Elane, Academy Comics's guiding force, decided to obtain the Robotech license because of Robotech's strong niche market and its devoted fan base.

Some readers may not have heard of Robotech, but only if they weren't anywhere near a television set in the early- to mid-'80s. Robotech was a mega-hit in syndicated television, with its own line of comics from Comico, toys, and dolls. It's possible Robotech is going to be completely new to some, while being a big nostalgia trip for others.

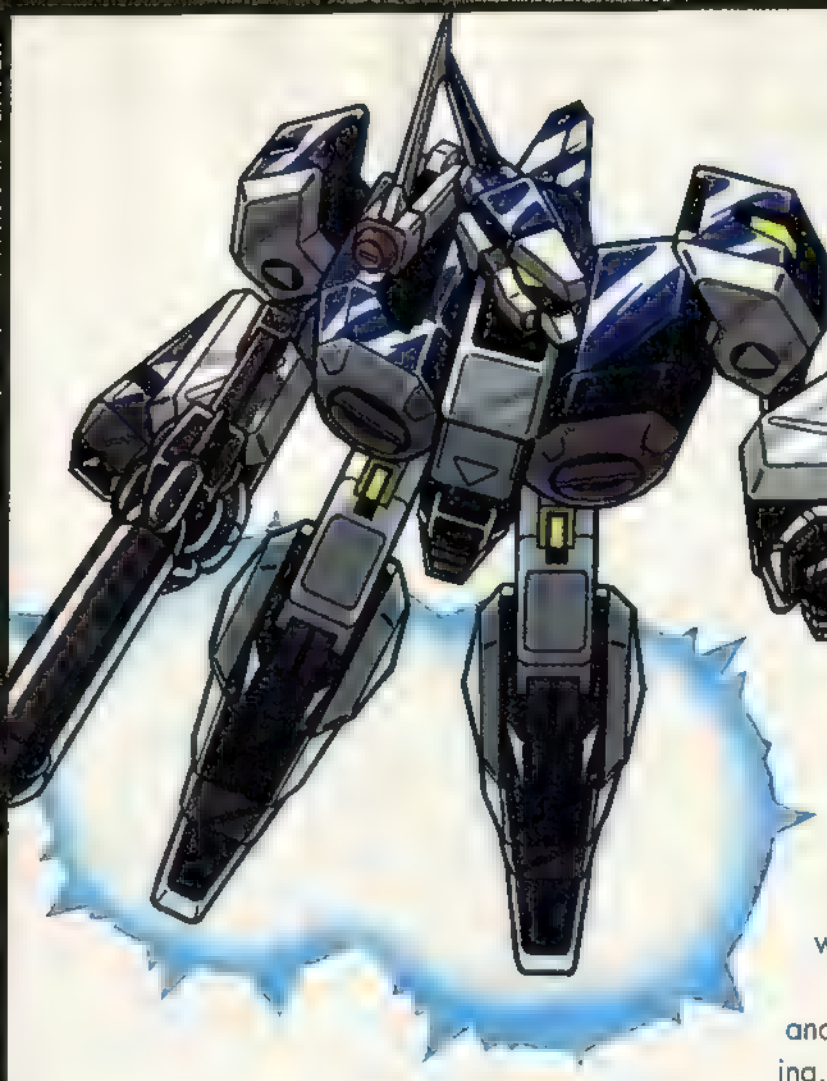
Academy plans on publishing six different Robotech-related titles, all $2.95, monthly and ongoing. These include: *Robotech: Return to Macross; The Sentinels, Book III* (by the long-time fan-favorite team of John and Jason Waltrip); *Aftermath; Robotech Warriors; Academy Blues;* and *Clone*. While most of these are the straightforward Robotech mecha-action/drama mix, a couple are of special interest: *Academy Blues* and *Clone*. *Academy Blues* tells the story of Robotech's most popular character, Lisa Hayes, and her early days as a cadet in Pilot Academy. *Clone*, by Rosearik Rikki and Tavisha Wolfgarth, is labeled "science fiction/esoterica," an interesting description for art that owes a great deal of its delicacy to shojo (girl's) manga. Comic book readers looking for something quite different should give *Clone* a try.

CPM Comics

One of two comic book companies started by a video company, CPM Comics was the brainchild of Central Park Media president John O'Donnell. O'Donnell turned his passion for anime into U.S. Manga Corps, currently the largest anime supplier in the U.S., and his enthusiasm for manga and comics into CPM Comics.

CPM's first foray into comics was with Malibu and Tim Eldred (as well as Ben Dunn of Antarctic Press) on the successful adaptation of the definitive anime satire, *Project A-ko*, in March 1994. CPM decided to build on this success by continuing *A-ko* under its

DIRTY PAIR ™ & © 1995 Hakuro Takochiho and Adam Warren. SOL BIANCA ™ & © 1995 NEC Avenue, All Rights Reserved, & A.D. Vision.



From the cartoon series comes Academy's *Robotech*.

own banner, and adding two more titles: *Gall Force* and *M.D. Geist*. Unlike any of the other companies doing anime-inspired comics, CPM is (for now) doing adaptations, rather than new stories.

Gall Force is the story of a crew of soldiers from an all-female race who find themselves being sacrificed one by one after their ship is invaded by an "alien." The anime was designed by Kenichi Sonoda, an artist who has been popular among anime and manga fans here in the states for years, so it has a solid visual base, as well as an epic storyline.

Koichi Ohata's *M.D. Geist* (M.D. stands for Most Dangerous) is action-oriented as well, but the style of art and storytelling are more realistic than *Gall Force*. Ohata scripts the books, and does the cover art and main splash panels. It's an unusual work method that *Geist* artist Tim Eldred hopes will set a precedent for future collaborations between American and Japanese artists.

The *Project A-ko* graphic novel, which collects the Malibu issues, shipped in March. *A-ko2* begins in April with a 32-page swimsuit issue. *M.D. Geist* launches this summer. All CPM Comics are color, and cost a mere $2.95.

Dark Horse/Studio Proteus

Studio Proteus packages, Dark Horse publishes. There are only two titles, but they are without a doubt two of the best-known, most popular series in either animated or comic book form: *The Dirty Pair* and *BubbleGum Crisis*.

Dirty Pair became and remained popular among U.S. anime fans long after it completed its very short (less than 25 episodes) run on Japanese television in the '80s. American fans quickly took to the gun-toting, scantily clad secret agents Kei and Yuri, including Adam Warren, then a student at the Joe Kubert School of Cartoon and Graphic Art. Warren's artwork was shown to Studio Proteus head Toren Smith, who felt that anime fans wanted a certain type of art, and that Warren's art was it. Smith acquired the rights for *Dirty Pair* directly from series creator Haruka Takachiho, who created the Pair in a series of award-winning sci-fi novels.

Warren also had the task of writing and drawing a "prequel" to the best-selling, made-for-video series *BubbleGum Crisis*. *BGC* is about the struggles of a group of beautiful, armored-to-the-teeth women known as the Knight Sabers and the evil corporation Genom. The nominal heroine is Priss (yes, named after the android in *Blade Runner*), who stars in the *BGC* anime and comic as a nihilistic rock 'n' roll singer. *BGC* was brought to Studio Proteus by AnimEigo (the subtitler and distributor of *BGC* in the U.S.) President Robert Woodhead.

Dirty Pair: Fatal But Not Serious, with art and story by Warren and colored by *X-Men* and Image colorist Joe Rosas, debuts as a monthly early this summer. The collected *BubbleGum Crisis*, again by Warren and Rosas, comes out later this year.

Graphic Visions

A.D. Vision was founded by anime fans to bring more anime to North America. The company then formed Graphic Visions to keep control of its properties, and eliminate the worries of possible "creative differences" with any established publishers of manga-inspired material.

A.D. Visions's first two "new" comics (the company also publishes translated material) are *Sol Bianca* and *Burn Up!*

Award-winning artist Lorraine Reyes was chosen to maintain the continuity between the animated and printed versions of *Sol Bianca*. Reyes produced dozens of design sheets, reference charts, and diagrams indistinguishable from the work of the original film artists.

Ben Nuñez was chosen for *Burn Up!*, a schizophrenic mix of heavy action and broad humor. GV plans on using a number of artists to handle the extremes of the story, but Nuñez has finished the first issue and penciled the second.

Sol Bianca and *Burn Up!* are quarterly, and in black-and-white.

Thanks to all the *Wizard* Manga Scene readers who e-mailed me their thoughts. Keep the e-mail coming to akiyama@cris.com.

Lea Hernandez has lettered and retouched manga for 10 years and serves as moderator of Japanese animation and manga for the online service GEnie. Special thanks to Toren and Tomoko Smith for their help in preparing this column.

pick of the month

video:
Black Magic M-66
(Manga Entertainment)

The M in M-66 stands for "marionette," but the killer androids in this video are neither adorable Pinnochios nor under anyone's control. A tenacious video journalist named Sybel becomes involved in a military fiasco when the military loses two M-66 units. One escapes, and goes on a mission to destroy its inventor's granddaughter, Ferris. In spite of its brief run time (48 minutes), action fans will eat this up; it is tense, well-animated, and tight.

Black Magic M-66 was very loosely based on the Masamune Shirow (*Appleseed*, *Ghost in the Shell*) manga of the same name, and directed by Shirow along with Hiroyuki Kitakubo. Shirow also wrote the screenplay and produced storyboards.

Black Magic M-66 is released through Manga Entertainment, in dubbed English, and retails for an affordable $14.95. It does have a few rough words, so *caveat emptor*.

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TOYING around • around • around • around

WITH SEAN AUNE

MORE FROM TOY FAIR

If you thought last month had all there is to tell about Toy Fair '95...

Star Wars

At long last the *Star Wars* rumors can be confirmed. Kenner does have the license and will be issuing figures and vehicles based on the original movies. Unfortunately, no pictures are being released at this time and the press is not being allowed to view the products yet at the request of Lucasfilms.

The figures currently slated for release are Luke Skywalker, Darth Vader, C-3PO, R2-D2, Stormtrooper, Obi-Wan Kenobi, Han Solo, and Chewbacca. These figures are said to be more muscular looking then the original ones released in the '70s and '80s. The actual amount of articulation that they will have is still up in the air.

Of course, these figures will need some way to get around, so Kenner will also be producing a few vehicles. Luke's original Land Speeder will be zooming around, along with the newly detailed TIE-Fighter and X-Wing. And, of course, the Millennium Falcon will once again be making the Kessel Run in less than 12 parsecs.

Batman

Kenner will continue the popular Legends of Batman series this year with new alternate universe versions of Batman and Robin. Yumpin' yimminy—Viking Batman will strike down villains with his sweeping broad ax and shield, while Samurai Batman will cut down enemies with his slashing sword action. Continuing in the same vein as last year's "KnightQuest" Batman, will be the "KnightsEnd" Batman with disc torpedo launcher. Longbow Batman comes armed with a longbow, three arrows, and a quiver, while Dark Warrior Batman is equipped with slashing mace and shield. Crusader Robin joins the fun with his crossbow and shield to help him battle the Riddler armed with a riddle launcher.

Deluxe Batman figures, which are basically the same figures with much bigger backpacks and accessories, will also join in the fight this year. Flightpack Batman is armed with a laser and wings that switch from combat mode to flight mode. Silver Knight Batman will be equipped with a chopping broad sword and mace while Desert Knight Batman will have a dual whirling sword action.

KnightsEnd Batman (top) and Viking Batman

More Batman figures will be added to the Animated Series line this year. The new sub-division of Crime Squad picks up some new recruits with Ski Blast Robin who's equipped with land skis and blaster backpack. Sea Claw Batman's pivoting claw arm will pick up villains and Piranha Blade Batman will use his shield cape, firing buzz saw blade, and protective helmet to get the upper hand on the bad guys. Meanwhile, Stealthwing Batman will fly overhead with his stealthwings and smoke bombs.

The standard Animated figures will have a few new additions including Bola Trap Robin with spinning bola weapon and Glider Robin who can descend upon his prey. Cyber Gear Batman is ready for action with his cyber cape back rig, power leg struts, and cyber launcher. Radar Scope Batman will need to use his wrap-around radar shield cape, smoke bombs, and overhead missile launcher when he battles Bane, who has body slamming arms and venom tube.

Congo

Michael Crichton, author of the hit novel-turned-movie *Jurassic Park*, returns to the screen with his new film *Congo*. Based on the best-selling book, the story follows the adventures of an expedition team whose mission is to find the lost City of Zinj and its legendary diamond mines. During the journey, the group is stalked and attacked by ferocious mutant apes trained to protect the lost city and its riches.

The toy line by Kenner features Karen Ross, leader of the team, who comes armed with an ultra laser cannon and power diamond. Monroe is equipped with capture claw and surprise attack blaster, while gorilla expert Peter Elliot comes prepared with his night sight backpack and tracer assault weapon. Amy is an extremely intelligent gorilla who comes

All Batman figures ™ & © DC Comics. Background Art ™ & © Eclipse.

equipped with a special backpack that enables her to communicate with humans. Kahega is the strongest of the humans and is armed with a bazooka and blaster which he'll need to defend himself. Mangle, Blast Face, and Genghis are three of the Zinj apes. They have glow-in-the-dark eyes and teeth, and can grip human figures in their gnarled hands.

The deluxe figure assortment, which includes larger accessories, will include Monroe heavily armed with a missile launcher, removable backpack, and a wild attack monkey. Bonecrusher will have a primal scream, glow-in-the-dark eyes, and is ready for the attack.

The Trail Hacker vehicle will transport the team through the jungle with a tethered grappling hook that launches from the missile blaster mounted on the roll bar. If a hero gets injured you can strap him or her to the side stretcher. The Net Trap Vehicle is an off-road, All-Terrain Vehicle. Pull on the rear of the vehicle and the net trap flips over to cover and immobilize its prey. The car also comes equipped with blasters over the rear fenders and seats two.

Samurai Batman (top) and Riddler.

Mattel

The folks at Mattel noted at Toy Fair that they have spent many years trying to regain a hold on what is known as the boys action figures market since the demise of the "Masters of the Universe" line. This year, the company is trying again with the launch of its new "Mega Heroes" line. The product line will be made up of multiple comic book lines. The first year of release will consist of a Judge Dredd and Cyberforce line. Both series will be die-cast 1 1/2- to 2 1/2-inch-tall figures. Unlike die-cast figures of the past, these will have some articulated parts. They will not be fully articulated, but *some* movement is definitely better than none.

All the figures will come packaged in "ready-to-battle" sets. This is a form of packaging that will put good and bad guys in the same set, making playing with them easier. Exactly who will come in each pack has not yet been determined.

The Cyberforce figures are: Ballistic, Buzzcut, Cyblade, Heatwave, Impact, Killjoy, Megawatt, Mekadom, Psychotron, Ripclaw, Ripclaw II, S.H.O.C. Troop, Stryker, Stryker II, Stryker III, T.I.M.M.I.E., and Velocity. Sorry, no photos were available at press time.

The Cyberforce playset is a subplex playset with a working elevator, missile-firing, spring-loaded weapons, a Cybernetic surgery station, docking station, and an escape pod. Vehicles include Mega Cybercopter, Mega Jumpjet, Ripclaw Cybercycle with sculpted-on Ripclaw figure, and Stryker Cybercycle with sculpted-on Stryker figure.

The Judge Dredd line will see ABC Robot, Block War Dredd, Chief, Justice Fargo, Cursed Earth Mutant, Fergie, Fink Angel, Judge Death, Judge Dredd & Mark IV Lawmaster, Lawgiver Dredd, Mean Machine, Angel, Rico, Riot Armor Dredd, Squad Leader Judge Hunter, Street Judge Hershey, Ugly Pugley, and Under City Perp.

The Dredd playsets are Ambush Alley, Block Wars, and Hall of Justice with transforming Lawmaster Supersonic Jet.

Star Trek

Star Trek: The Next Generation may be over as a television show, but the toy line is as strong as ever. The 5-inch action figures will continue this year with a lot of alternate figure versions. All the following are due this year: Admiral Riker, Geordi LaForge, Governor Worf, and Jean-Luc Picard all from "All Good Things," Beverly Crusher and Data both in 1940s Attire, Borg with Firing Cybernetic Arm, Captain Jean-Luc Picard as Galen, Commander Riker and Lieutenant Commander LaForge both with Firing Phaser Rifle, Deanna Troi as Durango (Western attire), Dr. Katherine Pulaski, Lieutenant Worf with Spring-powered Arm, Picard as Locutus with Vacuum-Metallized Detail, the Traveler, Vash, Worf in Ritual Klingon Attire with Vacuum-Metallized Detail, and Worf as Western Sheriff with Alexander as Western Deputy.

Playmates will also be producing some 7- and 9-inch figures this year. The 7-inch figures will be talking figures featuring the actual actors' voices. The talkers so far are Riker, Q, Picard, and Borg. The 9-inch figures will be like the command series of last year—they'll be a mix from the Classic series, *Next Generation*, and *Deep Space Nine*. The figures are: Borg, Chief Miles O'Brien, Commander Deanna Troi, Commander William Riker, Dr. Beverly Crusher, Dr. Leonard McCoy (Classic series), Guinan, Kirk in Dress Uniform (Classic series), Lieutenant Commander Data, Lieutenant Commander Geordi LaForge, Lieutenant Jadzia Dax, Lieutenant Uhura (Classic series), Lieutenant Worf in Ritual Klingon Attire, Major Kira Nerys, Picard in Dress Uniform, Q, Scotty (Classic series), Security Chief Odo, and Spock (Classic series).

Playmates will be entering the mini-die-cast figure arena this year with its "Chromium Collector Series." These will be 3-inch articulated die-cast figures with stylized bases and fully illustrated backgrounds. The figures slated for production this year are: Borg, Captain James T. Kirk, Captain Jean-Luc Picard, Chief Engineer Scott, Chief Miles O'Brien, Commander Benjamin Sisko, Commander William Riker, Communications Specialist Uhura, Counselor Deanna Troi, Dr. Beverly Crusher, Dr. Leonard McCoy, Helmsman Sulu, Lieutenant Jadzia Dax, Lieutenant Commander Data, Lieutenant Commander Geordi LaForge, Lieutenant Commander Worf, Mr. Spock, Odo, Q, and Quark.

In the new Innerspace line that was introduced in 1994, there will soon be tons of new entries. The U.S.S. Enterprise NCC-1701-D playset is a 10-and-a-half-inch

All Batman figures ™ & © DC Comics.

replica that includes mini-figures of Picard, Data, and Riker. The playset will have separate play environments including Command Bridge, Ten Forward Lounge, Captain's Ready Room, Brig, and Shuttlebay with mini-shuttle.

Other entries into this line include: Ferengi Marauder with Ferengi and Picard, Cardassian Warship with Gul Dukat and Data, U.S.S. Hood NCC-42296 with Riker and LaForge in first season uniforms, Klingon Attack Cruiser with Worf in Ritual Attire and K'Ehleyr, and Borg II Ship with Hugh Borg and Borg.

And as the Innerspace line continues, Playmates itself will continue onward with an Away Team Gear assortment. The Type II Phaser will open up to reveal an alien planet and will include mini-figures of Worf, Data, and Q. The Medical Tricorder will open up to reveal the Enterprise's medical and bio labs. This set will include mini-figures of Geordi, Dr. Crusher, and Picard as Locutus. There will also be a communicator that opens up to reveal a transporter playset that will make your mini-figures "disappear." This set will also come with two mini-figures that have yet to be named.

Starfleet Space Tech will be a set of four separate Innerspace modules that can be played with separately or can be fitted together to form a cross-section of the Enterprise D. Each set will come with three mini-figures (which haven't been announced yet). The sets are: Holodeck/Officer's Living Quarters, Main Shuttlebay/Conference Lounge, Battle Bridge/Photon Torpedo Bay, and Main Engineering/Reactor Core.

The Classic *Star Trek* line continues with new figures. These will be the same size as the standard *Next Generation* figures. The production list, so far, contains: Admiral James T. Kirk from the first movie, Commander Kruge from *Star Trek VI*, Communications Officer Uhura, Dr. Leonard H. McCoy from the first movie, General Chang from *ST VI*, Hikaru Sulu from the first movie, Khan from *ST II*, Mr. Spock from the first movie, Saavik from *ST II*, and Shape Shifter from *ST VI*.

Top from left: Evil Tongue Thrakkorzog, Skippy the Propellerized Robot Dog, and Mucus Tick. Bottom from left: Twist and Chop American Maid, Hurling Tick, and Color Changing Chameleon.

From left: "I Dig Dinosaur Neil" Tick, Natural Tick, "I Love Wheat" Tick, and Tourist Tick.

There will also be a *Voyager* line this year, but no exact info was given, except for the fact that along with the figures there will be a replica of the ship.

The Tick

Bandai America will continue with its popular Tick toys based on the Saturday morning cartoon and comic book character this year. Six more action figures will be added to the mix this year which include four new good guys. Twist and Chop American Maid will be teaming up with the Color Changing Chameleon to aid the Tick in his battle against evil. And the Tick himself returns with new Hurling Action Tick and Mucus Oozing Tick! Who will the good guys fight? Why, two new bad guys named Evil Tongue Thrakkorzog and Skippy, the Propellerized Robot Dog!

Two playsets will be produced for the six-inch figures. First up will be the ominous sounding "The Steel Box." When closed it looks like an ordinary steel box (yeah, sounds like fun), but when you open it there will be several "tests of fortitude" waiting for the Tick such as a circular saw, spinning drills, and much more! Then the Tick can bound away to the Rooftop Fortress playset which will feature both a rooftop play area and the interior of Arthur's apartment. This set will feature a breakaway roof edge, secret passages, and tons more thrills!

Six-inch Tick Talkers will make up a new division of the toy line. Each figure will be wearing a different outfit over the normal Tick costume and will say a certain phrase from an episode of the cartoon. The four figures are "I Dig Dino Neil" Tick and "I Love Wheat!" Tick both with matching T-shirts, Tourist Tick with Hawaiian shorts, and Natural Tick.

The growing trend of micro-playsets with mini-figures has made its way to the Tick's City. There will be three sets with three figures each. First up will be Arthur's Apartment with Tick, Arthur, and Dean. One can't spend all day lounging around the apartment though, so it's out to the City playset you go. This set will include a built-in Dinosaur Neil that can't be removed, but will have moving arms so as to attack the included Tick, Man Eating Cow, and Human Bullet figures. Finally, the City Streets playset will let you watch the battle at street level as the Tick, American Maid, and Die Fledermaus take on Chairface Chippendale.

The new toy lines for the year just keep popping out of the woodwork so keep your eyes peeled right here! Until then, see you in aisle 7C.

Sean Aune is a freelance writer and owner of Splash Page Comics and Toys, a store in Kirksville, Mo.

All Tick figures™ & © Ben Edlund

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TOP COW PRODUCTIONS™

BALLISTIC STUDIOS

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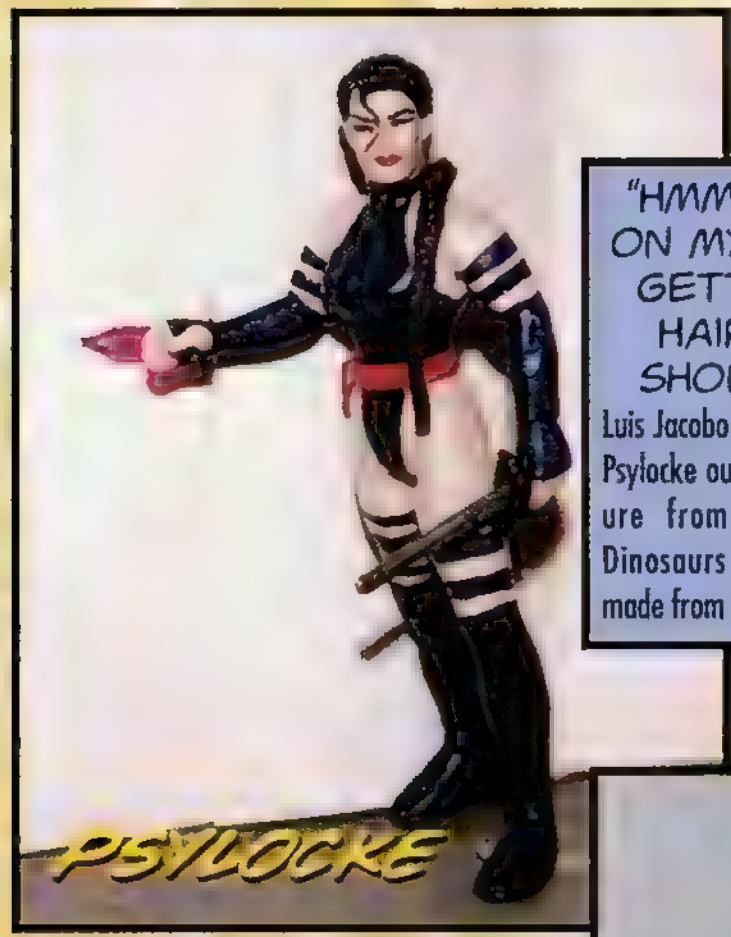
HOMEMADE HEROES

For this special "Bad Girls Edition" of H.H., we've got lotsa neato prizes. Everyone whose figure sees print this month wins a copy of *Violator* #1 signed by Bart Sears and a copy of *The Amazing X-Men* #1 signed by Andy Kubert. The two runner-ups win all of that neat stuff plus a set of the 10-inch Toy Biz Wolverine, Sabretooth, and Cyclops figures, a copy of *Gambit and the Externals* #1 signed by Fabian Nicieza, and a copy of *Ash* #1 signed by Joe Quesada and Jimmy Palmiotti. The Grand Prize winner wins alla that stuff *plus* a limited edition, porcelain Wolverine figure by Randy Bowen! **Thanks for the rockin' figure Randy**! Congrats to all!

THE ARENA FOR FAN-MADE ACTION FIGURES.



"HMM...THAT MOLE ON MY SHOULDER'S GETTING PRETTY HAIRY. MAYBE I SHOULD NAIR IT."

Luis Jacobo of San Diego, Calif., made Psylocke out of a Hannah Dundee figure from Tyco's Cadillacs and Dinosaurs line. The psi-blade was made from a red Christmas tree light.

"UH OH, I'M GETTING ALL BLURRY AND OUT-OF-FOCUS. MUST BE ANOTHER DC CROSSOVER."

We've got no idea what Brad McCurry of Shelby, N.C., made Batty out of. But she still looks cool enough for us.

"LOOK HOW ITTY MY HANDS ARE! AND MY FEET ARE POSITIVELY LITTLE! WHAT BAD GUY'S GONNA TAKE ME SERIOUSLY?"

Phil Griffith of Van Nuys, Calif., crafted Domino from some sort of Shani doll.

"GIMME AN M... GIMME AN O..."

Made from a benign Barbie doll, this human weapon hails from Ron Rogers of Wyoming, Pa.

"MYSTIQUE? NO, MY NAME'S PAUL. WANNA DANCE?"

Mystique here was made from a Toy Biz Storm by the hands of Trevor Ellis of Brockton, Mass.

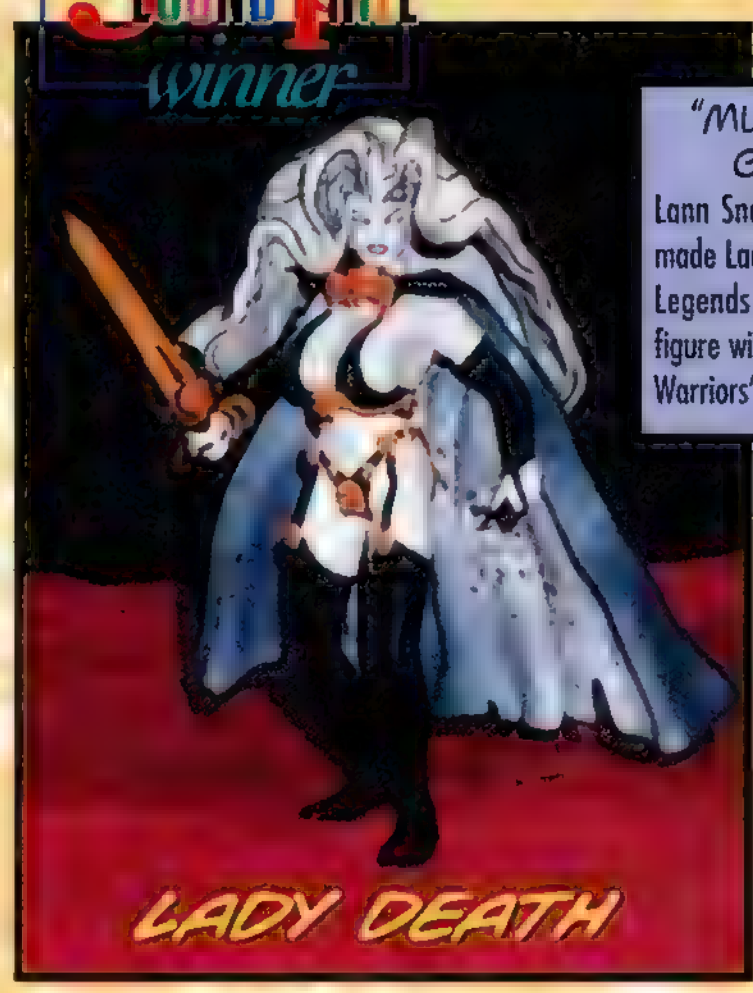
Batgirl ™ & © DC Comics. Kitana ™ & © Midway/Bally. Mystique, Psylocke, and Domino ™ & © Marvel Entertainment Group.

"HEY, PUDDIN', I'M SPEECHLESS."

Can you believe Miss Quinn was made from a Playmates *ST:TNG* Sela head, a *ST: Generations* Beverly Crusher body, and *ST: DS9* Kira Nerys limbs? This one comes from John-Paul Laydera of Elmhurst, N.Y.

"NOW PREPARE FOR BATTLE VILL...IS IT ME, OR IS IT COLD IN HERE? BRRR..."

Boy, them Legends of Batman Catwoman figures sure are popular 'round these parts! Jeffrey Hunt of South Berwick, Maine, made Zorro's *femme fatale* outta one.



"MUST...FIGHT... GRAVITY..."

Lann Snell of Ft. Worth, Texas, made Lady Death from a Kenner Legends of Batman Catwoman figure with a cape from Skeleton Warriors' Prince Lightstar.

"SIGH. A MOMENT ON THE LIPS, A LIFETIME ON THE HIPS."

Thomas Lotz of Naples, Fla., made Bill Tucci's sword-wielding warrior from a Playmates WildC.A.T.s Zealot figure. Well done, Thomas!

If you're interested in entering the homemade figure contest, send well-lit, clear, color photographs (again, no Polaroids!) to:

Homemade Heroes
c/o Wizard Press
PO Box 118
Congers, NY 10920-0118

Harley Quinn ™ & © DC Comics. Lady Death ™ & © Brian Pulido. Lady Rawhide ™ & © Zorro Productions, Inc. Shi ™ & © William Elliott Tucci.

POWER UP!

By Steve Brown

It's Back!

It's new. It's improved. Bigger. Better. Bolder. It's Power Up, the video game column, and it's back in *Wizard*. You, the reader, asked for more breaking news on video games, more previews, and more advance information on upcoming games. And you asked for it in the style that only *Wizard* can deliver. Well, here it is...

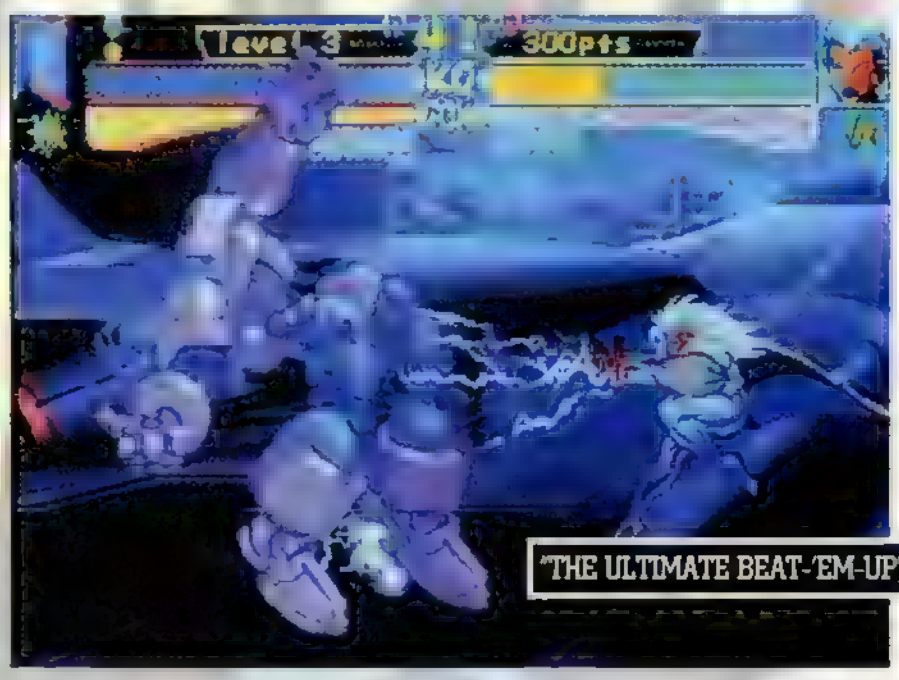
Taking the 32X Out For a Spin

The generous folks at Sega donated a 32X to test drive and here are our initial findings. The 32X is a lock-on upgrade for your Sega Genesis, which you must own in order for it to work. The 32X, which currently retails for $149.99, more than doubles your Genesis's power potential. Later this year, Neptune, a combination unit which is basically a Genesis with a built-in 32X, will be released. Sega hopes to retail the Neptune at $200.

The sad news, however, is that the 32X has made the underachieving Sega CD system obsolete, with most major game developers shifting their focus to other systems. Of the early first generation games we sampled, *Doom* really stood out, but word is that these early games don't even begin to tap the 32X's awesome potential. *Star Wars Arcade*, *Cosmic Carnage*, and *Motocross* really felt like 16-bit games that were jazzed up for release with the system, which is pretty typical of first generation games. Consider waiting until a wider selection of software is available; we'll let you know all about the good ones as soon they come out.

SPAWN: The Video Game

Todd Toys has announced a licensing agreement with Sony Imagesoft to develop Spawn video games! The new Spawn games will be produced for SNES, Genesis, Macintosh based CD-ROMs, and the Sony Playstation. "Sony Imagesoft's enthusiasm and dedication to the project has been overwhelming," said Todd McFarlane. "With our close collaboration on all aspects of these games, I'm confident that the character and the world of Spawn will be something computer and video game fans will thoroughly enjoy." Considering the effort Todd has put into his action figure line, loyal followers of his monthly title are definitely in for a treat. The various titles are scheduled to ship in fall 1995.



"THE ULTIMATE BEAT-'EM-UP"

Killer X-Men Arcade Fighter

Capcom has combined the popularity of comic book action and one-on-one, interactive electronic fighting to bring the ultimate beat-'em-up game to an arcade near you. Pitted against each other in a *Mortal Kombat*-type atmosphere, it's every mutant for themselves. Whether an expert or beginner player, *X-Men* features an auto-blocking option, which allows novice players to challenge pro-level gamers. Through a good

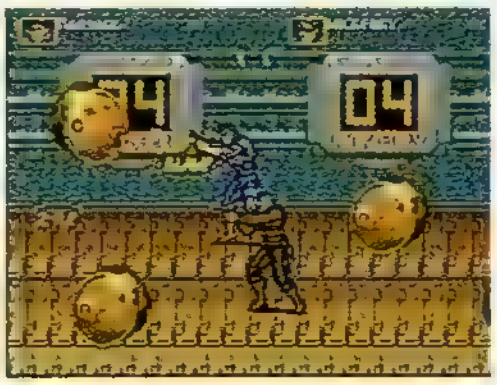
SEGA'S 32X UPGRADE DOUBLES YOUR POWER AND GIVES YOU GAMES LIKE *STAR WARS* ARCADE (INSET).

amount of skill-and tons of quarters-players can achieve three different levels of special "X" power that will help them build strength and execute even more incredible moves.

Gorillas in the Midst

Unbelievably, Nintendo's *Donkey Kong Country* accounted for 70 percent of all SNES cartridges sold over the holiday season! Wow—talk about market share. If you plan on selling your used copy, do it now—with a huge production run like that, it won't hold its monetary value much longer.

Punisher Game Finally Released



After numerous false starts and delays, Capcom has finished the Punisher video game for the Genesis. And it's just in time for Marvel's title wide cancellation of all Punisher comic books. With interest in Mr. Castle at an all-time low, this game looks to be a limited release.

Acclaim/Marvel Team Up

Acclaim has obtained exclusive rights to publish interactive software titles based on Marvel's live-action movie and TV properties. Characters included in the deal are Spider-Man, Fantastic Four, Hulk, Luke Cage, Blade, and Ghost Rider.

Marvel's animated properties are presumably not affected, although Acclaim already owns the rights to the Spidey cartoon video game. It truly is the Golden Age of comic book video gaming.

Mega Man: Television Star?

Mega Man, the #1 syndicated, animated TV series, returns for a second season; 13 brand new episodes are now in production. Count Chocula be damned, today's kids will watch anything! ☆

Steve Brown is a video game expert and vice-president at Schinders, a 13-store hobby chain based in Minneapolis, Minn. In his pursuit of video game excellence, he has collected 400 Atari 2600 games, which still leaves him 500 short of the complete set. Let him know what you think about this column, or help him round out his Atari 2600 collection, by writing to Power Up, c/o Wizard Press, 151 Wells Ave., Congers, NY, 10920.

Preview

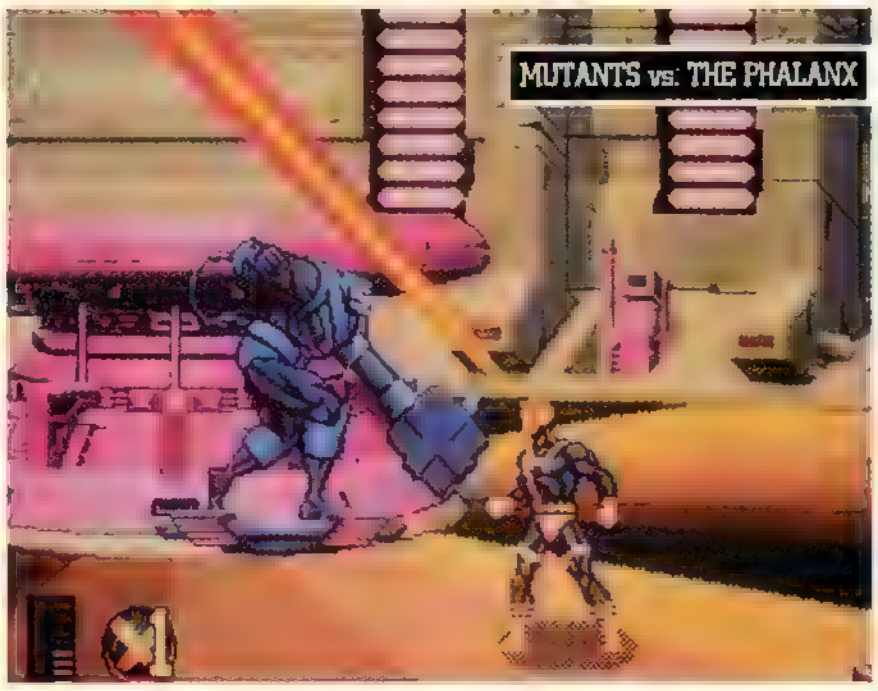
ADVENTURES OF BATMAN AND ROBIN

Gotham's finest return to the Sega Genesis, courtesy of Sega of America. In this action-packed adventure, the heat is on for the Dynamic Duo to save Gotham City from being transformed into a diabolical winter wonderland by the evil Mr. Freeze. Look for a full review in future issues of *Wizard*.

Review

X-MEN 2: CLONE WARS

Genesis gamers rejoice, Sega has put together a worthy sequel to one of the company's best selling titles ever. This time out, Marvel's merriest mutants: Wolverine, Beast, Nightcrawler, Psylocke, Gambit, and Magneto are pitted against the Phalanx, alien life forms composed of infective circuitry. Play it solo, or in a two-player cooperative mode. *Clone Wars* is a side-scrolling adventure with top notch graphics and extremely



tight controls. *X-Men 2* effectively combines the fight game feel with a quest-type adventure. It's similar to the original only in difficulty—it's hard. All characters have been upgraded with more dynamic movements, attacks, and control.

Review

SPIDER-MAN ANIMATED

Spider-Man for the SNES and Sega Genesis by Acclaim is yet another superhero platform game. We can only dream that one day programmers will give this genre something beyond side-scrolling fighting games. Super Nintendo's version is the one we tested, and it is superior to *Maximum Carnage*, Acclaim's '94 blockbuster. Gone are the repetitious villains and predictable gameplay. There's good variety with graphics of your enemies, who all have different attacks. Not only are the level drones more interesting, *Spider-Man* has over 16 different classic Spidey supervillains: Lizard, Green Goblin, Venom, Doctor Octopus, Spencer Smythe the Spider Slayer, Hobgoblin, Mysterio, et al. The game's plot sees a major breakout at Ravencroft, the maximum security prison for superbaddies, creating chaos for our wall-crawler. With so many archenemies on the loose, Spider-Man can call on the Fantastic Four for help. Special character icons pop up from time to time, allowing for a brief "Marvel Team-Up" between Spidey and Reed, Sue, Ben, or Johnny. Overall, *Spider-Man* is an excellent example of its type of game, but its similar qualities to existing superhero games will leave you wanting.

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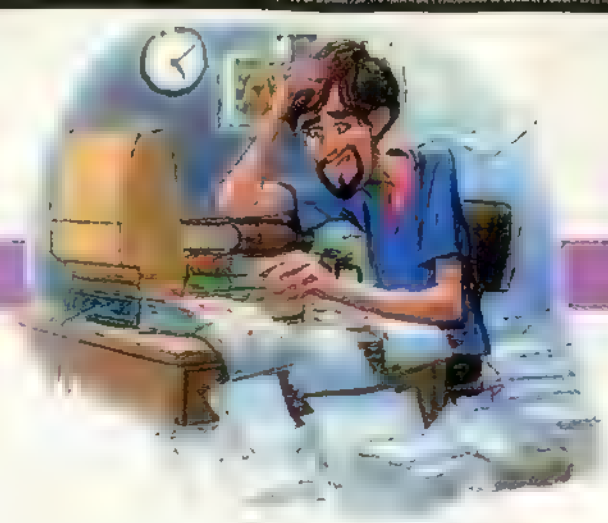
PALMER'S PICKS



Tomine's Tales

It is almost impossible to ignore the fact that Adrian Tomine, the artist behind *Optic Nerve*, is only 20 years old. You'd think that by now he would be sick of people making such a big deal about his age, but he doesn't seem to mind. "If it's just as a side-note to describe me, then that's fine," Tomine explains. But Tomine is bothered when reviews of his work say that he's incredibly talented for a 20-year-old. Tomine has a much more humble view of his abilities. To him, he simply draws comics that any other 20-year-old in his position would.

Tomine started *Optic Nerve* at the ripe old age of 17 as a self-published mini-comic. His early comics gathered a lot of attention, and got him work in such high-profile magazines as *Pulse* (a publication of the Tower Records store chain) and *Details*. As Tomine describes it, "One of the editors [at *Pulse*] was a big comics fan. He saw my stuff, called me up, and gave me the job, basically. Then the editor from *Details* saw my stuff in there, and as a result of that, he called *Pulse* and talked to me and got me a job in *Details*. So it was just kind of like this chain reaction of people seeing stuff in different places."

Tomine didn't neglect his mini-comic while moonlighting for the "Big Guys." He refined and honed his skills over seven issues of *Optic Nerve*, along with help from a grant from the Xeric Foundation (for issue #7). While Tomine's work evolved over each issue, there is a startling increase in maturity between the sixth and seventh issues. Tomine explains that he spent more time on the seventh. "It was almost a year between #6 and #7, so a lot of evolution took place. There was stuff I did and completely threw out."

This harsh self-criticism came about because Tomine became more serious about his comic work. "There was a lot of time where I was just coasting through. I thought, 'I have all the knowledge I need to do comics. I can do fine comics.' But then I started looking more critically at my stuff and I [realized], 'I need to learn about anatomy and I need to learn about perspective.' So, between six and seven, I really got a lot of lessons from other artists and from books."

All of this hard work seems to have paid off. An all-new *Optic Nerve* series is now published as a full-size anthology comic by Drawn & Quarterly Publications (the first issue came out in March). The attention surrounding Tomine—including a large number of college-age fans—can be attributed to his prodigious talent. Not one panel (or even one line) is wasted on inconsequential details. His unique, concise drawing style is coupled with a distinctive narrative voice. You can't mistake an Adrian Tomine story for anything else; his realistic comics have a somber air about them, and are peopled with characters broken and worn down from love and life. He has his finger perfectly on what it means to come of age in the '90s.

Adrian Tomine's realistic comics have a somber air about them, and are peopled with characters broken and worn down from love and life.

The new, full-size *Optic Nerve* is distinguished from the mini-comic version by its lack of direct autobiographical stories. With this change, Tomine hopes to take his work in a different direction. "There are no characters in this that are supposed to be exactly me. I'm not drawing myself, and I'm not recording the events verbatim as they happen."

Tomine has found some advantages to writing fictional stories. "When I started to make this decision to move into fiction, I found that I ended up being able to write stuff that is actually more revealing or more honest about myself than the straight autobio. By veiling it in fiction, I can delve a little deeper into myself.

"On the surface, most people would read it as fiction, but different people who know me or different people who are sort of involved with the inspiration for these stories will definitely see their origins from my real life."

Tomine explains some other benefits of fictional stories. "It also makes for better stories. When I was doing autobio stuff I was really thinking, 'Well, I have to show it exactly like it really happened,' and usually that doesn't

Cover art from *Optic Nerve* #1.

Above: The ambivalent Jeanette.
Top: Space Boy.

make for a good read. Sometimes it does, but sometimes you have to belabor details that the reader just doesn't care about. So right now, my criteria is just to tell a good story, and if that means relying on something that really happened to me, that's fine. If it means really departing from it and fictionalizing it, then that's fine, too. I just want it to be interesting."

Unlike most artists with their own comic books, Tomine has to find time to work on his art between classes at college. An English major at the University of California, Berkeley, Tomine is able to squeeze in time for *Optic Nerve*, "by cutting out all social and fun activities. I go to school during the day and then sit at my drawing board until 3 or 4 in the morning. It's the only way I can get it all done."

Tomine is definitely having a different college experience from his friends and roommates. "They have a lot of free time to watch TV and go to parties and talk and sit around, and I just use a lot of that time to work on my comic. It doesn't make for a very fun friend or boyfriend or anything."

Tomine is also unlike several comic artists in another way: he has long-term goals in sight. "It might be fun for a night to sit and get drunk and watch TV with your friends, but in the long run, that night isn't going to amount to anything. But maybe I might have finished drawing a page of comics that will stay in print for a long time. You just have to make decisions. Maybe when I'm 30, I'll regret having lived these years as I have, but it's gotten me to a lot of places that have really made me happy."

All of this dedication and hard work put into *Optic Nerve* distinguishes Tomine from the typical college student. Let's face it—how many people his age have their own comic book? But if you ask Adrian, he'll pose a different question: "How many people my age would *want* to have their own comic book?" ☆

The freelance writer formerly known as Tom Palmer Jr. has changed his name to an unpronounceable combination of a yield sign and the Nike logo.

PICK OF THE MONTH

Action Girl Comics #3—Don't be fooled by the title of this anthology edited by Sarah Dyer from Slave Labor Graphics. You don't have to be a girl to like *Action Girl Comics*. With excellent work from Megan Kelso, Ariel Bordeaux, Jessica Abel, Elizabeth Watasin, and others, it's hard to pass up the new issue of this thoroughly enjoyable anthology.

Adrian Tomine's Recommended Reading: Adrian says his favorite comics right now are some of the best of 'regular' comics and mini-comics. "I'm equally into both. For the real comics, my list would have to be *Love and Rockets*, *Eightball*, *Acme Novelty Library*, *Dirty Plotte*, *Peepshow*, *Palooka-Ville*, and *Hate*. For mini-comics, which I enjoy almost as much, I'm really into *Deep Girl* [Ariel Bordeaux, 573 Scott St. Apt. L, San Francisco, CA 94177], *King Cat* [John Porcellino, PO Box 18510, Denver, CO 80218], *Girl Hero* [Megan Kelso, 4505 University Way NE Box 536, Seattle, WA 98105], and *S'of Boy* [Archer Prewitt, 1723 West Julian No. 2R, Chicago, IL 60622]. Those are my main faves right now."

Tom's Recommended Reading

***Optic Nerve*:** The first issue of the full-size *Optic Nerve* was released in March from Drawn & Quarterly Publications. If you frequent a quality comic book store, they should still have copies, but if your local shop doesn't, you'll have to order directly from the publisher. Just write a check or money order for $2.95 postpaid (or $8.95 for a four-issue subscription) to Drawn & Quarterly Publications, 5550 Jeanne-Mance Street #16, Montreal, Quebec, Canada H2V 4K6. *Optic Nerve* is a collection of short, self-contained stories, so you can pick up any issue and enjoy. The first issue features "Sleepwalk," a long story detailing what happens when Mark spends his 24th birthday with his ex-girlfriend, Carrie. Other stories in the issue include "Echo Avenue," which concerns living in a big city and dealing with voyeuristic neighbors; "Long Distance," a story about a relationship split across the country; "Lunchbreak," which flashes back to the '50s; and a one-pager set in Japan called "Drop."

***Optic Nerve* mini-comic:** Consider yourself extremely lucky if you can find the early issues of the *Optic Nerve* mini-comic. The seventh, and final, issue featured a color cardstock cover and is still available from Drawn & Quarterly for $2, but the others are quite rare. Don't kill yourself hunting down Adrian's mini-comics, because Drawn & Quarterly will publish a book collecting most of the mini-comics in the fall of this year.

Optic Nerve and all characters shown ™ & © Adrian Tomine

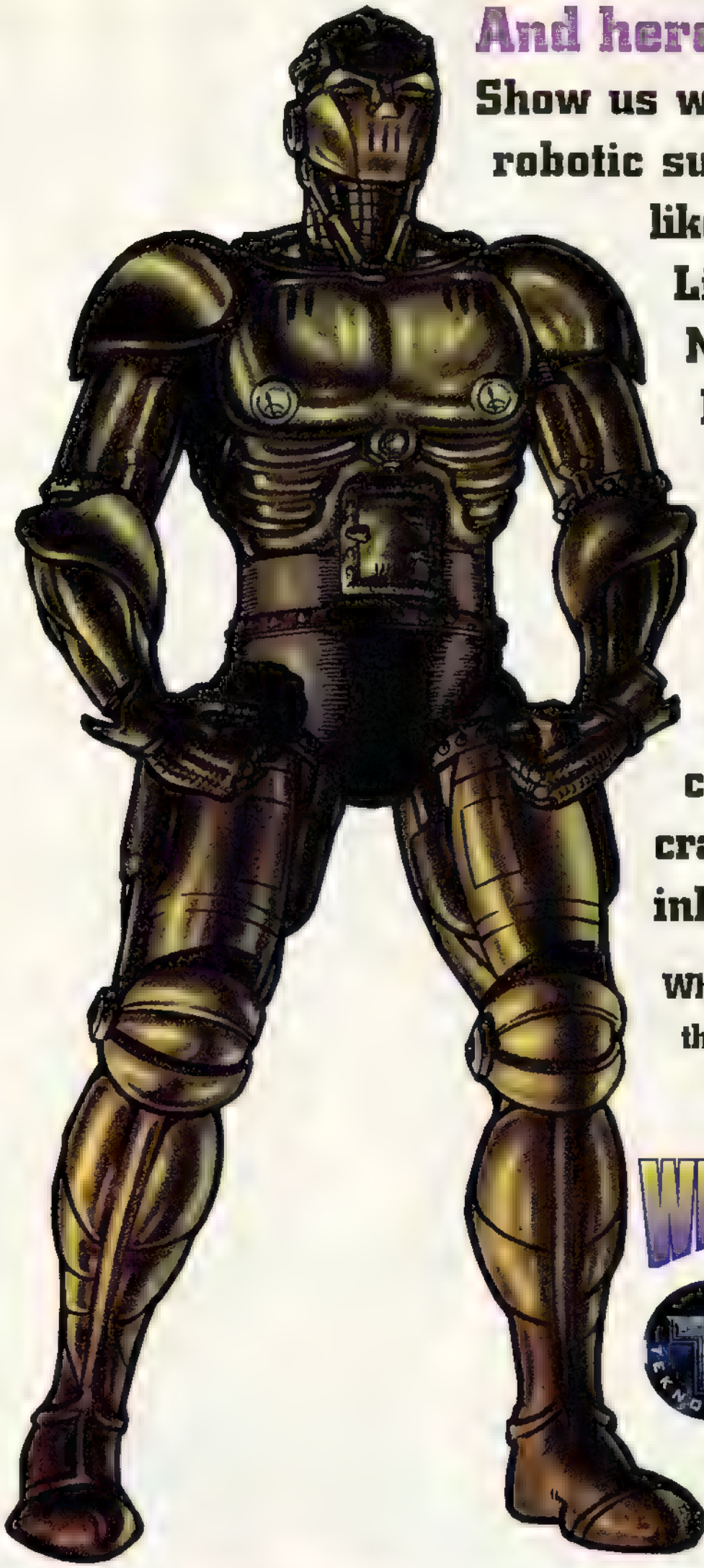
CONTEST

Holdin' Out for Mr. Hero!

Your buds at Tekno-Comix and Wizard Press have put their noggins together and come up with a way to get some primo, spiffy original art and comics into your sci-fi-lovin' hands. Here's what you can get:

Grand Prize (One winner)

An original cover sketch by *Mr. Hero*'s artist Ted Slampyak, a Tekno-Comix collection consisting of *Neil Gaiman's Mr. Hero—The Newmatic Man* #1-#4, *Leonard Nimoy's Primortals* #1-#4, and *Gene Roddenberry's Lost Universe* #1-#4, plus a sharp-lookin' Tekno-Comix T-shirt!



And here's how to win!

Show us what you think Tekno's favorite robotic superstar, Mr. Hero, would look like if he were from a different era. Like, what would a Cro-Magnon Mr. Hero look like? Or a groovin' Mr. Hero from the stylin' '70s? Any time period is fair game—past, present, or future. Your art entry should be on a sheet of 8" x 11 1/4" unlined paper or posterboard, and the art itself can be in any medium—oils, crayon, line art, jelly, etc.—but neon inks will not print (Sorry!).

When you're done with that whole thing, fill out the official entry coupon below, attach it to the back of your good-lookin' art entry, and then mail the whole mess off to:

WIZARD®

Mr. Hero Contest
c/o Wizard Press
PO Box 118
Congers, NY 10920-0118

As usual, we're lookin' for original, creative ideas, not just incredible masterpieces of art! And keep in mind that this contest expires July 31, 1995, so put the pedal to the metal!

LEGAL GIBBERISH

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Tekno•Comix, their immediate families, and anybody who makes a crack about this being a Mr. Hero illustrated contest. We never mention those guys. Print your name, date of birth, address, city, state, zip code, and telephone number with area code on the official entry form or a three-by-five-inch index card, and attach the form or card to the back of your art entry. Enter as many times as you like. Mail each entry to Mr. Hero Contest, c/o Wizard Press, PO Box 118, Congers, NY 10920-0118. No mechanical reproductions will be accepted. All entries become the property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winner. No cash equivalent or substitute prize is offered. The prize will be awarded in the name of the contest winner and is not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. Try guacamole on a B.L.T. sandwich. Kicks ass. **All entries must be received at contest headquarters by July 31, 1995.** Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Wizard Press will select the winner based on the creativity, originality, and quality of the submitted artwork. The judging will be conducted on August 1, 1995 by Wizard Press.

For the winner's name, available after August 18, 1995, send a stamped, self-addressed envelope to Mr. Hero Winner, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just keep watching *Wizard*!

Mr. Hero & Tekno•Comix logo ™ & © BIG Entertainment

ENTRIES DUE BY JULY 31, 1995!

MR. HERO CONTEST

NAME

HOME ADDRESS

CITY STATE ZIP

PHONE DATE OF BIRTH

the Wizard of Cards

By Stephen Shamus

As you've probably read in our news section already, Fleer has purchased SkyBox. How will this affect collectors? Well, in the near future, practically everything seems to be coming out as scheduled from both Fleer and SkyBox, so we'll continue to cover it as such. And how will this affect the entertainment card

Magical Revisions

industry? Time will tell, as other manufacturers have some big decisions to make. Since you've already heard the news, let's get going with the latest and greatest.

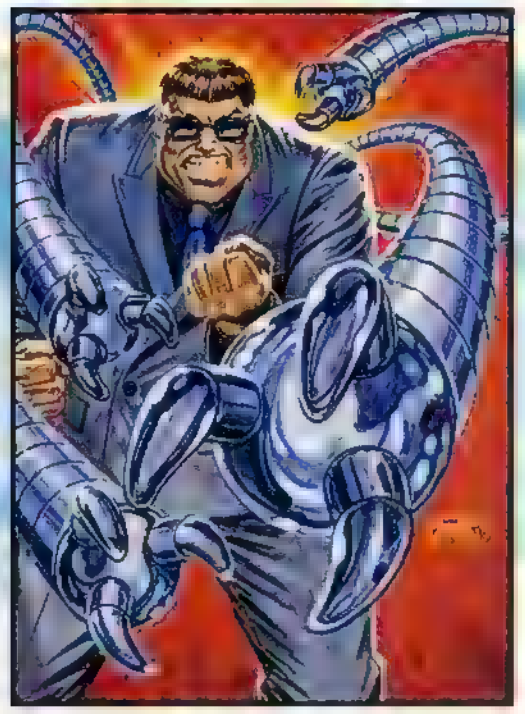
This summer, Wizards of the Coast, makers of the hugely successful game *Magic: The Gathering*, is releasing a series that will make game players ecstatic and collectors slightly steamed. The series, entitled *Chronicles*, will consist of close to 100 cards from past *Magic* expansion sets, including *Arabian Nights*, *Antiquities*, *Legends*, and *The Dark*. *Fallen Empires* will not be included in this series, as WotC felt it was too early to re-release any cards from that expansion. This will be an unlimited product, and WotC will continue re-printing it for as long as demand justifies it. The main difference between the original cards and the cards in *Chronicles* is that the new cards will have a white border instead of a black one. For collectors, though, demand will certainly be lower on some of those hard-to-find singles that are now available at reasonable prices. *Chronicles* will include common, uncommon, and rare cards, and will be sold in 12-card booster packs for $2.00 each. However, Wizards of the Coast is not re-releasing all the older cards, many of which were just too powerful for the game—like the Black Lotus and the Moxes. This may actually cause those cards to see yet another jump in price. Right now, the powerful Black Lotus card sells for over $125 a pop.

As we discussed last month, Fleer is releasing a card game based on the Marvel Universe. Here's the deal: the set, called Marvel OverPower, will be out around July or August, and will feature totally original, computer-enhanced artwork on playing card stock (with the rounded corners, too!). There are six different starter decks in all; two X-Men, two Foes, and two Heroes decks. You can purchase game guides (which teach the game) separately or through a special offer via Fleer Ultra Spider-Man cards (see below), and the text for each is written in the first person by a spokesperson for that group (i.e., Gambit for the X-Men decks, Venom for the Foes decks, and the Thing for the Heroes decks). The 55-card starter decks have a suggested retail of $5.95, and 10-card boosters will sell for $1.49 each. On to the rules: Only two players can play at one time, and the object of the game is to make your opponent lose all of his/her power. There are three categories of character-enhancing cards in play: Power Cards (energy, fighting, and strength), Universe (chains, guns, knives), and Specials (defend or enhance an attack). All other info is unavailable at this time, but we'll probably have info on limited cards and the final counts next month. There will be booster packs to help enhance the game in the future, but nothing is set in stone yet.

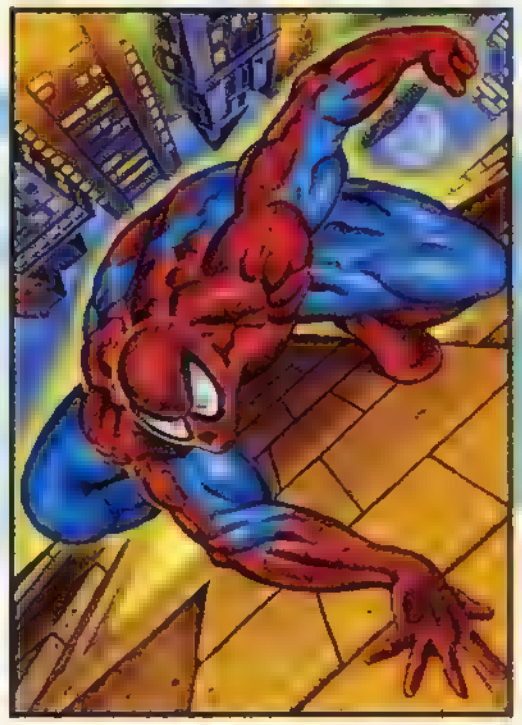
In June, Fleer is releasing its second Spider-Man set, but instead of issuing it under its original Marvel Cards brand, it has now been switched to the Fleer Ultra name. This set is said to be the most interesting of the Marvel releases, as it features what has currently been going on in the Marvel storyline right up through the month of May. Some subsets feature interesting card back text as it would be written in longhand by the characters. For instance, the Venom subset features text on the back of each card by Eddie Brock, but as he changes from himself to Venom, the writing morphs with him into the handwriting of Venom.

A little more information has come to light on the new Batman Metal cards from Fleer. The set number is still undetermined, but will be about 100 cards. All other specs are still not final, but here's the current status: there are four chase sets in all: Silver Flashers, Gold Blasters, Holograms, and Movie Preview Cards. The 3-D Holograms, four in all, come packed one in 18 packs; Silver Flashers are foil parallel versions of every card in the set and come one in every pack; eight Movie Preview Cards come one in six packs; and 10 Gold Blasters come one in every three packs. Eight-card packs will set you back $2.99 each.

™ & © Marvel Entertainment Group



™ & © Marvel Entertainment Group



Swing with Spidey and company in June's Fleer Ultra Spider-Man set.

™ & © MTV Networks

The Head and his fellow MTV freaks storm the card market this June.

WONDER NO MORE...
GLORY
JO DUFFY
MIKE DEODATO JR.
$2.50
ON SALE NOW
MIKE DEODATO JR
EXTREME STUDIOS
IMAGE COMICS
GLORY™ is copyright© and trademark Rob Liefeld 1995

A set based on the freakish group of MTV Animation characters will be coming out in June, featuring an all-encompassing look at MTV's cartoon characters including Beavis and Butt-Head, the Brothers Grunt, the Head, and the Maxx (from Sam Keith). The set will contain 145 cards covering the four animated shows, with artwork taken from the episodes appearing on TV. There are three chase sets in all, including: Prismatic Foil, an 18-card puzzle depicting all the characters, one in two packs; 15 Chromium cards, featuring Liquid TV's *Aeon Flux*, one in four packs; and four Holograms, found one in 12 packs. These 10-card packs will cost $1.99 each.

There are several other Fleer sets to look forward to later in the year, including a Mighty Morphin' Power Rangers movie card set, slated for mid-June. A card set based on Nickelodeon characters, Real Monsters, is due out later this year, as are X-Men Chromium (October) and a set spotlighting the lovable hit comic book hero and cartoon star, the Tick (October). Harvey Comics, which features such prominent characters as Richie Rich, Casper, and Little Dot, is coming to the card market in October. To round out the year, in November there will be a Winter Holidays set (similar to the Easter set), and in December comes...Marvel Masterpieces '96!

Now onto Fleer's very own SkyBox card sets. ("Fleer's SkyBox sets"—sounds weird, huh?) As discussed last month, SkyBox is producing an all-encompassing Disney set, due out at the end of May. There are 80 cards in the set, along with two animation cel chase cards, one in 36 packs; plus an as-of-yet unknown number of silver screen cards. This set contains a retrospective of the Walt Disney Co., looking back at all the classics including *Snow White and the Seven Dwarfs*, as well as the evolution of characters like Mickey Mouse and Donald Duck. Six-card packs will set you back $1.99 each, but it'll be well worth it for all you Disney historians out there.

In June, the crew at *Star Trek: Voyager* makes its cardboard debut. This series contains 100 cards (a second series of 100 cards is planned for a month or two later), and is a basic introduction to the cast, the spaceships, and the ever-present aliens. Eight-card packs have a suggested retail of $1.29 each. Chase cards include a SkyDisc and an exchange card redeemable for a special SkyMotion card. Cool!

Of course, the next big Disney project, *Pocohontas*, is coming from SkyBox in June. Similar to *The Lion King*, two distinctive sets of *Pocohontas* will be released. A tin set, utilizing the oversized 2 1/2"-by-4 1/2" card format, will be released to hobby shops and Disney stores only. These 90-card sets should be on sale for around $20 a set. The regular version, available everywhere, contains 90 different cards, as well as three different chase sets randomly inserted. You'll find five Dufex foil cards, one in 36 packs; five 3-D Panorama cards, one in nine packs; two Moving Animation cards, one in 90 packs; and 12 Pop-Out cards, one in every pack. Eight-card packs sell for $1.19 each. Also, the Walt Disney Co. is featuring the Pocohontas character and story on the Disney Animation Tour—a 24-city mall display tour—and SkyBox will be distributing an exclusive 10-card preview set all along the tour.

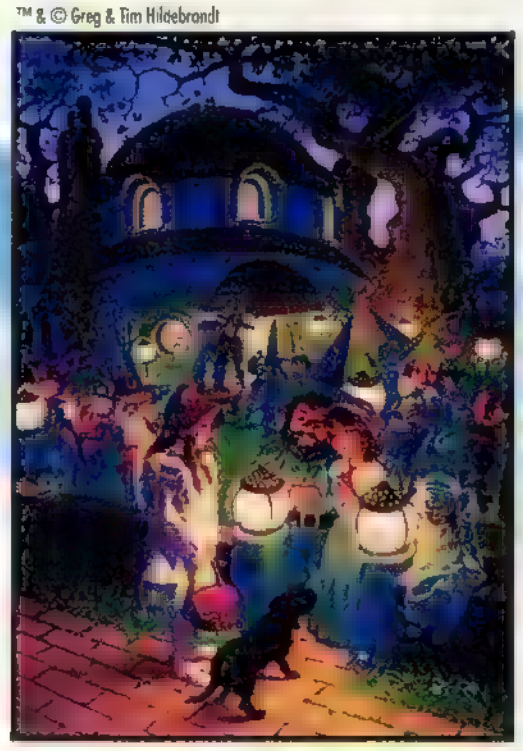
Here's a list of other upcoming projects from SkyBox: The Simpsons Master Series, due out in July, and the SkyBox Master Series Prophet Edition, which stars Extreme Studios's popular hero in mostly Stephen Platt-produced illustrations, due out in August. The rest of this summer's entertainment sets includes the DC Universe Chrome Set, the DC Villains set, and in September, the SkyBox Master Series Creator's Edition, which offers a compilation of five artists' work (Dave Dorman, Brom, Julie Bell, Brian Stelfreeze, and Dave McKean) on all-new original characters, as well as a chase card set (painted by Simon Bisley) to introduce the newest superhero, SkyBox.

Topps is releasing an *Animaniacs* trading card series in June. Yakko, Wakko, and Dot cause trouble all over the Warner Bros. lot, along with other characters from the show, including Slappy Squirrel, the Hip Hippos, Pinky and the Brain, and more. Packs cost 99 cents each and contain eight cards plus one sticker.

Comic Images is coming out with a set entitled Greg & Tim Hildebrandt: Separate & Together All-Chromium Collector Cards, a look at some never-before-seen-on-trading-cards Hildebrandt works. Seven-card packs, due out in May, will sell for around $2.00 per pack. Chase cards include six *Wizard of Oz* MagnaChrome cards, approximately three per box; 500 signed Greg and Tim Hildebrandt cards; a three-card MagnaChrome Robin Hood set, one in four boxes; a Medallion card, one per 12 boxes, and an uncut sheet of six exclusive cards, packed in every 12-box case.

Stephen Shamus, co-publisher of Collector's Sportslook, *is out of here as of this issue, and the* Wizard *staff could not be happier.*

™ & © Greg & Tim Hildebrandt



The Hildebrandts get together again in May's Comic Images set.

™ & © Walt Disney Company

June's *Pocahontas* set, from SkyBox.

™ & © DC Comics

Check out the *Batman Forever* Metal card set from Fleer, coming out soon.

FLEER ULTRA SPIDER-MAN® PREMIERE EDITION

SPIDER-MAN BY PETER SCANLAN

CARNAGE BY DIMITRI PATELIS

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ONE OF THE WORLD'S MOST POPULAR HEROES!

LEGENDS IN COMICS

With over 30 years of history, Spider-Man comics continue to be among the top-selling Marvel titles.

HOT TOY LINE

The web-head and his greatest enemies are a hot item for Toy Biz. From action figures to dress up sets, these toys are selling off the shelves.

NEW ANIMATED SHOW

On November 19th, the all-new Spider-Man animated series premiered featuring fabulous state-of-the-art animation and top-notch storytelling. Spidey's debut ranked #1 in November sweeps among viewers 6–17.

HE'S AMAZING, HE'S SPECTACULAR, AND NOW, HE'S ULTRA!!

Fleer Ultra Spider-Man is guaranteed to take its place in a long line of successful card products.

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GOLDEN WEB CHROMIUM CARDS

Painted by the Industry's Greatest Artists!
(Approximately 1:3 packs)

JULIE BELL · BORIS VALLEJO
SIMON BISLEY · KEN KELLY
DAVE DORMAN · LEE MACLEOD
RICHARD CORBEN · IAN MILLER
JOE JUSKO

GOLD FOIL SIGNATURE SERIES

150-card set, gold foil stamped with each artist's signature
(One in every pack!)

HOLOBLAST™ CARDS

- Computer-Generated 3-D Holograms
- Pencils by Tom Morgan
- CGI by Regie Milburn
- Battles by Spidey and Venom
(Approximately 1:9 packs)

FLEER ULTRA® SPIDER-MAN PREMIERE EDITION

CHECKLIST

1 SPIDER-MAN
2 ANNEX
3 ANSWER
4 BEETLE
5 BLACK CAT
6 BLOOD ROSE
7 BLOODY MARY
8 BOOMERANG
9 BURGLAR
10 CALYPSO
11 CARDIAC
12 CARNAGE
13 CARRION
14 CHAKRA
15 CHAMELEON
16 CHANCE
17 COLDHEART
18 DEMOGOBLIN
19 DOCTOR OCTOPUS
20 DOPPLEGANGER
21 ELECTRO
22 FEMALE SYMBIOTE
23 GREEN GOBLIN
24 GRIM HUNTER
25 HAMMERHEAD
26 HARDSHELL
27 HOBGOBLIN
28 HOMO ARACHNIS
29 J. JONAH JAMESON
30 JACKAL
31 JUDAS TRAVELLER
32 KAINE
33 KINGPIN
34 KRAVEN
35 LIZARD
36 MAN-WOLF
37 MARY JANE
38 MOLTEN MAN
39 MYSTERIO
40 NIGHTWATCH
41 NOCTURNE
42 OWL
43 PROWLER
44 PUMA
45 RHINO
46 SANDMAN
47 SANDSTORM
48 SCARLET SPIDER
49 SCORPION
50 SHOCKER
51 SHRIEK
52 SIN-EATER
53 SOLO
54 STEGRON
55 STRIKEBACK
56 STUNNER
57 SWARM
58 TARANTULA
59 TOMBSTONE
60 VENOM
61 VERMIN
62 VULTURE
63 WARRANT

LEGACY

64 KRAVEN
65 CHAMELEON
66 GRIM HUNTER
67 CARRION
68 SPIDER-CLONE
69 JACKAL
70 SPENCER SMYTHE
71 SPIDER-SLAYER
72 ALISTAIR SMYTHE
73 JACK O'LANTERN
74 HOBGOBLIN
75 DEMOGOBLIN
76 KINGPIN
77 SCHEMER
78 BLOOD ROSE
79 GREEN GOBLIN (NORMAN)
80 GREEN GOBLIN (HARRY)
81 FAKE PARENTS
82 ALIEN COSTUME
83 VENOM
84 CARNAGE

MILESTONES

85 ORIGIN OF SPIDER-MAN
86 DEATH OF GWEN STACY
87 ALIEN COSTUME SAGA
88 WEDDING
89 KRAVEN'S LAST HUNT
90 COSMIC SPIDER-MAN
91 MAXIMUM CARNAGE
92 PURSUIT
93 POWER & RESPONSIBILITY
94 THE EXILE RETURNS
95 WEB OF LIFE
96 WEB OF DEATH
97 SMOKE AND MIRRORS
98 DEATH OF A PARKER

THE VENOM FLOWS

99 CARNAGE
100 DAREDEVIL
101 DARKHAWK
102 DEMOGOBLIN
103 FEMALE SYMBIOTE
104 THE JURY
105 MACE
106 MORBIUS
107 SILVER SABLE
108 VENGEANCE

TEAM-UPS

109 BEAST
110 BLACK CAT
111 BLACK WIDOW
112 CAPTAIN AMERICA
113 DAREDEVIL
114 DEATHLOK
115 DR. STRANGE
116 FALCON
117 GAMBIT
118 GHOST RIDER
119 HAWKEYE
120 HUMAN TORCH
121 IRON MAN
122 MOON KNIGHT
123 NICK FURY
124 NOVA
125 PUNISHER
126 SCARLET WITCH
127 SILVER SABLE

UNLIKELY ALLIES

128 DR. OCTOPUS
129 GREEN GOBLIN
130 THE JURY
131 LIZARD
132 MAN-THING
133 PUMA
134 VENOM

CARNAGE USA

135 STATUE OF LIBERTY
136 LIBERTY BELL
137 LINCOLN MEMORIAL
138 GRACELAND
139 ALAMO
140 HOLLYWOOD
141 SAN FRANCISCO
142 MT. RUSHMORE
143 WRIGLEY FIELD
144 CONEY ISLAND

ARACHNO-PHOBIAS

145 CLAW-HIDE
146 DOPPLE SHOCK
147 KING CARNAGE
148 MYZARY
149 SCAVENGER

150 CHECKLIST

GOLDEN WEB CHROMIUM

GW1 BLACK CAT
GW2 CARNAGE
GW3 HOBGOBLIN
GW4 KRAVEN
GW5 LIZARD
GW6 SCORPION
GW7 SPIDER-MAN
GW8 VENOM
GW9 VULTURE

MASTERPIECES CHROMIUM

MP1 CARNAGE
MP2 CARNAGE
MP3 CARNAGE
MP4 SPIDER-MAN
MP5 SPIDER-MAN
MP6 SPIDER-MAN
MP7 VENOM
MP8 VENOM
MP9 VENOM

CLEARCHROME®

CC1 DR. OCTOPUS
CC2 GREEN GOBLIN
CC3 HOBGOBLIN
CC4 KRAVEN
CC5 LIZARD
CC6 RHINO
CC7 SCORPION
CC8 SHOCKER
CC9 SPIDER-MAN
CC10 VENOM

HOLOBLAST™

HB1 SPIDER-MAN vs. CARNAGE
HB2 SPIDER-MAN vs. DR. OCTOPUS
HB3 SPIDER-MAN vs. SCORPION
HB4 VENOM vs. IRON MAN
HB5 VENOM vs. JUGGERNAUT
HB6 VENOM vs. SCARLET SPIDER

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the wizard card price guide

Thanks to pricing information provided by dealers throughout the country, the following card price guide is the most accurate listing available for these trading cards. In the following price guide, cards are shaded to highlight an increase or decrease from last month's listing. If a price rose from last month's listing, it's shaded in pink. If it fell from last month's listing, it's shaded in blue. This does not necessarily mean a product will continue to rise or drop in the months ahead. Also, please note that this is only a guide—prices may vary depending on both the local availability and popularity of a set or card. The prices of some products, due to scarce availability and high demand, are listed as N.A., which stands for Not Available. A green bar indicates a new listing. **PLEASE NOTE: If a particular single card does not appear in a list of a set's single cards, it is known as a common card, and is valued at a price within the commons price range, which appears near the top of the listing.**

BATMAN (Movie, Series 1)
TOPPS 1989
Full Set (132 Cards, 22 Stickers) ... $12.00
Unopened Box 9.00
Single Cards ..... .05-.10
Single Stickers 25-30
Glossy Set 30.00

BATMAN (Movie, Series 2)
TOPPS 1989
Full Set (132 Cards, 22 Stickers) ... $9.00
Unopened Box 6.00
Single Cards ..... .05-.10
Single Stickers ..... .15-.20
Glossy Set 30.00

BATMAN: THE ANIMATED SERIES
TOPPS 1993
Full Set (100) $13.00
Unopened Box 25.00
6-Card Cel Set 48.00
Single Cards ..... .15-.20
Single Cels 8.00

BATMAN: THE ANIMATED SERIES (Series 2)
TOPPS 1994
Full Set (100) $12.00
Unopened Box 30.00
4-Card Cel Set 40.00
Single Cards ..... .10-.15
Single Cels 10.00

BATMAN RETURNS
TOPPS 1992
Full Set (88) $5.00
Unopened Box 8.00
Single Cards ..... .05-.10
Stadium Insert Cards Set (A-J) 2.00
Single Inserts ..... .25

BATMAN RETURNS
STADIUM CLUB 1992
Full Set (100) $8.00
Unopened Box 15.00
Single Cards ..... .05-.15

BATMAN: RIDDLER'S BACK
TOPPS 1966
Full Set (38) $160.00
Unopened Box ..... N.A.
Decoder 10.00
Single Cards 4.00-4.75

BATMAN: SAGA OF THE DARK KNIGHT
SKYBOX 1994
Full Set (100) $12.00
Unopened Box 32.00
Commons ..... .15-.25
1 Saga of the Dark Knight ..... .75
13 Birth of the Joker ..... .60
19 Dick Grayson ..... .60
21 Nightwing ..... .75
25 Tim Drake ..... .75
46 The Joker ..... .75
47 Catwoman ..... .75
48 Two-Face ..... .50
84 The Broken Bat ..... .75
91 The Crusade ..... .50
SkyDisc 75.00

Spectra-Etch
Full Set (5) $55.00
Single Spectra-Etch Cards 11.00

BEAVIS & BUTT-HEAD
FLEER ULTRA 1994
Full Set (150) $32.00
Unopened Box 48.00
Single Cards ..... .20-.30
10-Card Scratch 'n' Sniff Set 30.00
Single Scratch 'n' Sniffs 3.00

BONE
COMIC IMAGES 1994
Full Set (90) $8.00
Unopened Box 30.00
3-Card Cover Art Set 60.00
6-Card Chromium Set 48.00
Single Cards ..... .10-.15
Single Cover Art Cards 20.00
Single Chromiums 8.00
Medallion Card 25.00
Autographed Sketch Card 100.00

CONAN (All Chromiums)
COMIC IMAGES 1993
Full Set (100) $70.00
Unopened Box 100.00
Full Holochrome Set (100) 900.00
Full Prism Set (6) 45.00
Single Cards ..... .30-.50
Single Holochromes 10.00
Single Prisms 8.75

CONAN (Series 2, All Chromiums)
COMIC IMAGES 1994
Full Set (90) $30.00
Unopened Box 55.00
6-Card Full Prism Set 45.00
3-Card Foil Set 60.00
Single Prisms 7.50
Single Foils 20.00
Medallion Card 25.00

THE CROW
KITCHEN SINK 1994
Full Set (100) $10.00
Unopened Box 45.00
6-Card Chromium Set 90.00
10-Card Crow Vision Set 50.00
Single Cards ..... .10-.15
Single Chromiums 15.00
Single Vision Cards 5.00

DC BLOODLINES
SKYBOX 1993
Full Set (81) $8.00
Unopened Box 15.00
4-Card Superman Embossed Set ... 35.00
Superman Exchange Card 10.00
Redeemed Superman Card 16.00
Single Cards ..... .05-.10
Single Superman Embossed Cards ... 9.00

DC COSMIC CARDS
SKYBOX 1992
Full Set (180) $8.00
Unopened Box 13.00
Box Set (4,500 ed.) 35.00
Commons ..... .05-.30
9 Modern Age Green Lantern ..... .75
16 Golden Age Superman ..... .60
17 Silver Age Superman ..... .75
18 Modern Age Superman 1.00
27 Modern Age Luthor ..... .60
65 Nightwing ..... .75
120 Lobo 1.50
128 Darkseid ..... .60

Holograms
Full Set (10) $25.00
DH1 Clark Kent & Lois Lane 7.00
DH2 Darkseid 3.50
DH3 Deathstroke the Terminator ... 3.50
DH4 Flash 3.25
DH5 Green Lantern 3.75
DH6 Hawkman 3.25
DH7 Lobo 3.75
DH8 Superman 7.00
DH9 Wonder Woman 3.25
DH10 Waverider 3.50

DC COSMIC TEAMS CARDS
SKYBOX 1993
Full Set (150) $8.00
Unopened Box 13.00
Commons ..... .15-.30
37 Superman 1.75
44 Green Lantern ..... .85
45 Flash ..... .85
59 Nightwing ..... .85
80 Lobo 1.75
114 Death 1.75
119 Sandman 1.75
131 Luthor II 1.00
134 Doomsday 1.50
146 The Ray ..... .75

Holograms
Full Set (6) $28.00
DCH11 Captain Marvel 4.50
DCH12 Hawkman 4.50
DCH13 Lobo 6.00
DCH14 The Spectre 4.50
DCH15 Superman 6.00
DCH16 Swamp Thing 4.50

DC MASTER SERIES
SKYBOX 1994
Full Set (90) $12.00
Unopened Box 40.00
Commons ..... .30-.45
1 Superman 1.75
2 Supergirl ..... .50
3 Superboy 1.00
4 Steel ..... .75
5 Cyborg ..... .50
6 Lex Luthor II ..... .75
7 The Eradicator ..... .75
9 Doomsday 1.00
12 Emerald Dragon ..... .50
13 Live Wire ..... .50
14 Saturn Girl ..... .50
15 Cosmic Boy ..... .50
19 Vril Dox ..... .50
20 Captain Atom ..... .60
22 Martian Manhunter ..... .50
23 Nightwing 1.00
26 Arsenal ..... .50
27 Ferrin Colos ..... .50
28 Batman (Original) 1.75
29 Robin 1.00
30 Batman/Azrael 1.25
31 Bane ..... .75
33 Joker ..... .75
35 Catwoman 1.00
36 Two-Face ..... .60
37 Monarch ..... .75
42 Darkseid ..... .75
46 Green Lantern (Kyle) 1.00
47 Alan Scott ..... .50
50 Hal Jordan 1.00
53 Flash 1.25
54 Max Mercury ..... .60
55 Spectre 1.25

"If you think my orange hair's funny, you should see the squirrels in my pants." Topps Stadium Club's Batman Returns set.

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62 Lobo 1.25
64 Green Arrow ..... .60
65 Gypsy ..... .50
70 Aquaman 1.25
71 Huntress ..... .60
72 Atom ..... .50
73 Damage ..... .60
78 The Ray 1.00
82 Hawkman ..... .75
83 Hawkwoman ..... .60
85 Wonder Woman ..... .75
86 Blue Beetle & Booster Gold ..... .50
89 Shazam! ..... .75
90 Checklist ..... .60
Superman SkyDisc 80.00

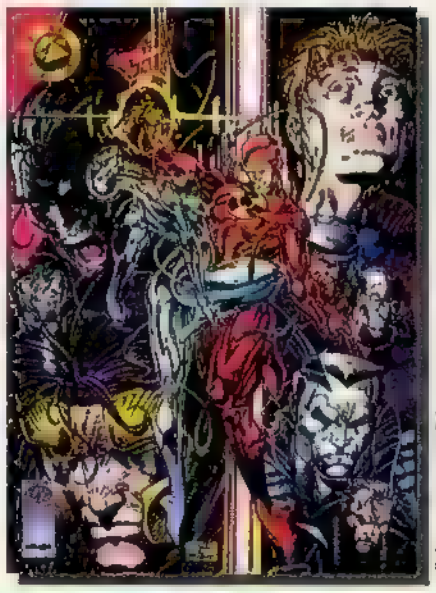
Foils
Full Set (4) $35.00
1 Wonder Woman 9.00
2 Aquaman 9.00
3 Green Arrow 9.00
4 Hawkman 9.00

Spectra-Foils
Full Set (5) $90.00
1 Kyle Rayner/Evil Hal Jordan ... 18.00
2 Batman/Joker 18.00
3 Superman/Doomsday 18.00
4 Flash/Reverse-Flash 18.00
5 Lobo/Lobo 18.00

DC VERTIGO
SKYBOX 1995
Full Set (90) $18.00
Unopened Box 55.00
6-Card Gold Foil Set 80.00
Single Cards ..... .30-.40
Single Gold Foils 13.50
Death SkyDisc 80.00

DEATHMATE-VALIANT
PYRAMID 1993
Full Set (110) $9.00
Unopened Box 16.00

"All right ladies and gentlemen, I will now make her cluck like a chicken!" Pyramid's Deathmate set.



All characters ™ & their respective owners

the card price guide

6-Card Players of D'mate Set 25.00
8-Card Transitions Set 35.00
2-Card Light F/X Set 30.00
Single Cards 15-.20
Single Players Cards 5.00
Single Transitions Cards 4.50
Single Light F/X Cards 15.00

EMPIRE STRIKES BACK (Series 1)

TOPPS 1980
Full Set (132 Cards/33 Stickers) ... $30.00
Unopened Box 45.00
Single Cards 10-.15
Single Stickers ..... .35-.45

EMPIRE STRIKES BACK (Series 2)

TOPPS 1980
Full Set (132 Cards/33 Stickers) ... $28.00
Unopened Box 42.00
Single Cards ..... .10-.15
Single Stickers ..... .35-.45

EMPIRE STRIKES BACK (Series 3)

TOPPS 1980
Full Set (88 Cards/22 Stickers) $30.00
Unopened Box 70.00
Single Cards ..... .20-.25
Single Stickers ..... .40-.50

FLAIR MARVEL

FLEER 1994
Full Set (150) $80.00
Unopened Box 85.00
Commons 60-1.00
2 The Incredible Hulk 1.50
3 With Great Power 1.50
4 God of Thunder 1.50
5 Spider-Man 2.00
10 Xavier 1.50
14 Man Without Fear 1.50
15 Scorpion vs. Spider-Man 1.50
16 Captain America 1.50
22 Spider-Man vs. G. Goblin 1.50
25 Dr. Doom 1.25
33 The Punisher 1.25
34 Wolverine vs. Hulk 1.75
38 White Queen 1.25
41 Days of Future Past 1.25
43 The Trial of Mr. Fantastic 1.25
48 The Black Costume 1.50
49 Puma vs. Spidey 1.50
51 Iceman 1.25
55 The Creation of Archangel 1.25
57 The Wedding 1.25
61 Venom 2.00
77 The New Hulk 1.50
82 Child of the Future 1.50
83 X-Factor 1.50
84 Blue & Gold 1.50
86 Omega Red vs. Wolverine 1.75
88 Carnage 1.50
94 Spider-Man 2099 ..... 1.50
100 Lethal Protector 1.75
104 Maximum Carnage 1.25
107 Psylocke 1.25
112 Cable 2.00
114 Gambit & Rogue 1.50
118 Wolverine Defeated 1.75
119 Bone Claws 1.75
120 Magneto Returns 1.50
121 Xavier vs. Magneto 1.50
129 Sabretooth Surrenders 1.50
130 Venom: The Madness 1.75
135 Carnage 1.50
140 Venom Lives 1.75
141 Cyclops 1.50
142 Jean Grey 1.25
143 Bishop 1.25
145 Rogue 1.50
148 Wolverine 2.00
149 Havok 1.25

"I'm sick of playing 'fetch the stick,' ya hear me? Sick, I tell ya!" The 1990 Frank Frazetta set from Comic Images.

© & ™ 1995 Frank Frazetta

Power Blasts
Full Set (18) $85.00
Single Power Blasts 5.00
1 Cable 7.00
2 Cyclops 6.00
4 Magneto 7.00
6 Storm 6.00
7 Venom 7.00
8 Wolverine 7.00
9 Ghost Rider 6.00
12 Gambit 7.00
15 Spider-Man 7.00
18 Dr. Doom 6.00

FLAIR MARVEL ANNUAL

FLEER 1995
Full Set (150) $50.00
Unopened Box 80.00
1 Jean Grey ..... .75
2 Nightcrawler ..... .60
3 Psylocke ..... .75
4 Gambit 1.25
5 Storm ..... .75
6 Iceman ..... .60
7 Colossus ..... .60
8 Beast ..... .60
9 Cyclops ..... .75
10 Sabretooth 1.25
11 Synch ..... .60
12 Emma Frost ..... .60
13 Jubilee ..... .60
14 Skin ..... .60
15 Legion ..... .60
16 X-Treme ..... .50
17 Cable 1.25
18 Omega Red ..... .50
19 D'Spayre ..... .50
20 Nimrod ..... .50
21 Shatterstar ..... .50
22 Phalanx ..... .50
23 Random ..... .50
24 Wolfsbane ..... .50
25 Multiple Man ..... .50
26 Polaris ..... .50
27 Mr. Sinister ..... .60
28 Havok ..... .60
29 Forge ..... .60
30 Guido vs. Blob ..... .50
31 Mystique ..... .60
32 Phoenix ..... .50
33 Britanic ..... .50
34 Douglock ..... .50
35 Legacy Virus ..... .50
36 Kitty Pryde ..... .60
37 Tapestry ..... .50
38 Lady Deathstrike ..... .50
39 Broken Claws 1.25
40 Final Sanction 1.25
41 Healing Factor 1.25
42 Rogue ..... .75
43 Belladonna ..... .50
44 Nathan Dayspring 1.00
45 Apocalypse ..... .75
46 Bishop ..... .75
47 Deadpool ..... .50
48 Juggernaut ..... .50
49 Spider-Man ..... .75
50 Lifetheft ..... .75
51 Pursuit ..... .75
52 Hobgoblin ..... .50
53 Bloody Mary ..... .50
54 Facade ..... .50
55 Mary Jane ..... .60
56 Demogoblin ..... .50
57 The Shrieking ..... .50
58 Green Goblin ..... .60
59 Grim Hunter ..... .50
60 Scarlet Spider ..... .75
61 Power & Responsibility ..... .75
62 Judas Traveller ..... .50
63 Puma ..... .50
64 Vulture ..... .50
65 Scarlet Spider vs. Venom ..... .75
66 Venom 1.25
67 Nights of Vengeance ..... .50
68 Separation Anxiety ..... .50
69 Shroud ..... .50
70 Nightwatch ..... .50
71 Black Cat ..... .50
72 Annex ..... .50
73 Solo ..... .50
74 Elektra ..... .60
75 Daredev'l ..... .60
76 Invisible Woman ..... .60
77 Galactus ..... .50
78 Dark Raider ..... .50
79 Human Torch ..... .60
80 Franklin Richards ..... .50
81 Thing ..... .60
82 Hulk ..... .75
83 Loss of a Friend ..... .60
84 Savage Hulk ..... .75
85 Namor ..... .60
86 Darkhawk ..... .50
87 Blackwulf ..... .50
88 Llyron ..... .50
89 Silver Sable ..... .50
90 Dr. Druid ..... .50
91 Moon Knight ..... .50
92 Clan Destine ..... .50
93 Thor 2099 ..... .50
94 Punisher 2099 ..... .50
95 Ravage 2099 ..... .50
96 Spider-Man 2099 ..... .75
97 Ghost Rider 2099 ..... .50
98 Xi'an ..... .50
99 Warwolf ..... .50
100 Vendetta ..... .50
101 Skullfire ..... .50
102 Bloodhawk ..... .50
103 The Specialist ..... .50
104 Metalhead ..... .50
105 Doom 2099 ..... .60
106 Hulk 2099 ..... .60
107 Captain America ..... .75
108 Americop ..... .50
109 Free Spirit ..... .50
110 Baron Zemo ..... .50
111 Thor ..... .75
112 Bloodaxe ..... .50
113 Thunderstrike ..... .50
114 Quicksilver ..... .50
115 Hercules ..... .50
116 Giant Man ..... .50
117 Vision ..... .50
118 Strange ..... .50
119 Salome ..... .50
120 Dr. Strange ..... .60
121 Morbius ..... .50
122 Vengeance ..... .50
123 Ghost Rider ..... .60
124 Blackout ..... .50
125 Scarecrow ..... .50
126 Blade ..... .50
127 Blaze ..... .50
128 Thanos ..... .60
129 Starblast ..... .50
130 Silver Surfer ..... .75
131 Quasar ..... .50
132 Tyrant ..... .50
133 Iron Man ..... .75
134 Spider-Woman ..... .50
135 Crash & Burn ..... .50
136 Wonder Man ..... .50
137 Century ..... .50
138 Hawkeye ..... .50
139 War Machine ..... .50
140 Mandarin ..... .50
141 U.S. Agent ..... .50
142 Punisher ..... .60
143 Pariah ..... .50
144 Nova ..... .60
145 Justice ..... .50
146 Kymaera ..... .50
147 Sphinx ..... .50
148 Shatterforce ..... .50
149 Night Thrasher ..... .50
150 Checklist ..... .75

Power Blasts
Full Set (24) $25.00
1 Wolverine 2.00
2 Silver Surfer 1.50
3 Venom 2.00
4 Rogue 1.75
5 Storm 1.50
6 Daredevil 1.50
7 Jean Grey 1.50
8 Jubilee 1.50
9 Sabretooth 2.00
10 Morbius 1.50
11 Apocalypse 1.50
12 Beast 1.50
13 Human Torch 1.50
14 Captain America 1.50
15 Cable 2.00
16 Archangel 1.50
17 Deadpool 1.50
18 Iceman 1.50
19 Professor X 1.50
20 Thor 1.50
21 Thanos 1.50
22 Mandarin 1.50
23 Demogoblin 1.50
24 Phalanx 1.50

Chromiums
Full Set (12) $30.00
1 Spider-Man 2.50
2 Carnage 2.50
3 Iron Man 2.50
4 Thing 2.50
5 Hulk 2.50
6 Ghost Rider 2.50
7 Gambit 2.50
8 Cyclops 2.50
9 Punisher 2.50
10 Bishop 2.50
11 Juggernaut 2.50
12 Colossus 2.50

Holoblasts
Full Set (12) $40.00
1 Wolverine vs. Cyber 3.50
2 Deadpool vs. Juggernaut 3.00
3 Spider-Man vs. Scarlet Spider ... 4.00
4 Cable vs. Nimrod 3.50
5 Iron Man vs. Mandarin 3.00
6 Venom vs. Demogoblin 3.50
7 Hulk vs. Trauma 3.00
8 Punisher 2099 vs. Public Enemy 3.00
9 Banshee vs. Phalanx 3.00
10 Ghost Rider vs. Scarecrow 3.00
11 Namor vs. Llyron 3.00
12 Gambit vs. Sabretooth 4.00

Duo-Blasts
Full Set (3) $15.00
1 Spider-Man & Scarlet Spider 5.50
2 Punisher 2099 & Vendetta 4.50
3 Iron Man & War Machine 4.50

FRANK FRAZETTA

COMIC IMAGES 1990
Full Set (90) $13.00
Unopened Box 25.00
Single Cards ..... .10-.20

FRANK FRAZETTA (Series 2)

COMIC IMAGES 1993
Full Set (90) $9.00
Unopened Box 28.00
3-Card Spectrascope Set 25.00
3-Card Chromium Set 20.00
Single Cards ..... .10-.15
Single Spectrascopes 9.00
Single Chromiums 7.50

IMAGE UNIVERSE

TOPPS FINEST 1995
Full Set (90) $25.00
Unopened Box 55.00
Single Cards ..... .20-.30
6-Card Clear Zone Set 48.00
6-Card "I" HoloChrome Set 48.00
6-Card "D" HoloChrome Set 48.00
Single Clear Zones 8.00

Single "I" Cards 8.00
Single "D" Cards 8.00

LADY DEATH

KROME 1994

Full Set (100) $32.00
Unopened Box 60.00
Mystery Card 20.00
Brian Pulido Signed Card 40.00
Commons ..... .20-.30
1 Lady Death ..... .50
2 Hope ..... .40
3 Evil Ernie ..... .40
7 Purgatori ..... .40
28 New Year's Dead ..... .35
29 Black Valentine ..... .35
30 The Fire ..... .35
31 Biker from Hell ..... .35
34 Blood Beach ..... .40
35 Moon Tan ..... .40
36 All Hollow's Eve ..... .40
37 Holiday Wishes ..... .40
38 Cover: Lady Death 1 ..... .40
39 Cover: Lady Death 2 ..... .40
40 Cover: Lady Death 3 ..... .40
41 Lady Death Swimsuit 1 ..... .35
42 Lady Death: The Reckoning ..... .35
43 Swimsuit 1 ..... .35
44 Swimsuit 2 ..... .35
45 Swimsuit 3 ..... .35
47 Tropical Death ..... .40
49 Ecstasy ..... .35
55 Joy ..... .35
58 Twilight ..... .35
60 Blood Beach II ..... .35
82 Death's Star 1 ..... .40
83 Death's Star 2 ..... .40
84 Death's Star 3 ..... .40
85 Pray for Death 1 ..... .35
86 Pray for Death 2 ..... .35
87 Pray for Death 3 ..... .35
88 The Empress 1 ..... .35
89 The Empress 2 ..... .35
90 The Empress 3 ..... .35
100 Checklist ..... .40

Cels

Full Set (5) $40.00
1 Steven Hughes 8.00
2 Jim Balent 9.00
3 Adam Hughes 9.00
4 Greg Capullo 9.00
5 Steven Hughes 8.00

LION KING

SKYBOX 1994

Full Set (90) $12.00
Unopened Box 35.00
2-Card Hologram Set 90.00
9-Card Foil Embossed Set 45.00
5-Card Pop-Up Set 40.00
Single Cards ..... .10-.15
Single Holograms 45.00
Single Foils 5.00
Single Pop-Ups 8.00

LION KING (Series 2)

SKYBOX 1994

Full Set (80) $12.00
Unopened Box 32.00
9-Card Thermography Set 35.00
5-Card Pop-Up Set 40.00
2-Card Foil-Bordered Set 75.00
Single Cards 10-.15
Single Thermography Cards 4.00
Single Pop-Ups 8.00
Single Foils 38.00

MALIBU ULTRAVERSE

SKYBOX 1993

Full Set (100) $10.00
Unopened Box 18.00
9-Card Rookies Set 14.00
4-Card Foil-Stamped Set 16.00
2-Card Ultraverse Ultras set 19.00
Single Cards ..... .05-.15
Single Rookies 2.00
Single Foil-Stamped Cards 4.50
Single Ultraverse Ultra Card 10.50

MALIBU ULTRAVERSE 2: ORIGINS

SKYBOX 1994

Full Set (90) $10.00
Unopened Box 30.00
Commons ..... .15-.75
7 Firearm 1.00
9 Hardcase 1.25
11 Mantra 1.00
12 The Night Man 1.00
16 Prime 1.25
17 Prototype 1.00
20 Sludge 1.00
55 Prime 1.25
58 The Strangers 1.00
62 Hardcase 1.25
66 Hardcase/Aladdin 1.00
68 Prime/Hardcase 1.00
72 Darkwave/Prime 1.00

Bonus Cards

Full Set (9) $60.00
Single Bonus Cards 7.00
UB1 Mantra 13.00
UB2 Yrial 9.00

MARS ATTACKS ARCHIVES

TOPPS 1994

Full Set (90) $25.00
Full 1st Day Set 125.00
Unopened Box 38.00
4-Card Foil Set 40.00
Single Cards ..... .15-.30
Single Foils 10.00
Signed Card 50.00
Send-Away Gold Comic 35.00

MARVEL MASTERPIECES

SKYBOX 1992

Full Set (100) $45.00
Tin Set 70.00
Unopened Box 110.00
Commons ..... .50-.85
1 Blob 1.75
6 Bishop 2.00
7 Beast 2.50
8 Archangel 2.50
9 Apocalypse 2.00
11 Daredevil 2.50
13 Cyclops 3.00
14 Colossus 2.50
16 Captain America 3.00
22 Elektra 1.75
24 Dr. Strange 2.00
26 Dr. Doom 2.50
29 Gambit 4.00
31 Human Torch 1.75
32 Hulk 2.50
35 Havok 2.00
36 Green Goblin 1.50
37 Ghost Rider 1.25
38 Iron Man 2.50
39 Invisible Woman 1.75
40 Iceman 2.25
46 Jean Grey 2.50
49 Magneto 4.00
57 Namor 2.50
59 Mr. Fantastic 1.75
62 Nightcrawler 2.50
65 Psylocke 2.50
66 Professor X 3.00
67 Phoenix 2.00

"I just knew dose days wit da Thigh Master would pay off!" SkyBox's 1992 Marvel Masterpieces card set.

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68 Nova 1.50
73 Punisher 1.50
74 Shatterstar 2.00
75 Shadowcat 1.25
78 Sabretooth 4.00
79 Rogue 3.00
85 Strong Guy 1.50
86 Storm 2.50
87 Spider-Man 4.00
90 Silver Surfer 2.50
91 Thing 1.75
92 Thor 2.50
94 Wolverine 4.00
95 White Queen 1.75
97 Venom 4.00

Spectra-Etch

Full Set (5) $55.00
1-D Thing vs. Hulk 13.00
2-D Silver Surfer vs. Thanos 12.00
3-D Wolverine vs. Sabretooth 16.00
4-D Spider-Man vs. Venom 16.00
5-D Capt. America vs. Red Skull 12.00

MARVEL MASTERPIECES (Series 2)

SKYBOX 1993

Full Set (90) $20.00
Unopened Box 50.00
Commons 30-1.00
1 Hulk 2.00
2 Human Torch 1.50
3 Thor 2.00
4 Iron Man 1.75
5 Spider-Man 2.50
6 Wolverine 2.50
7 Cyclops 2.00
9 Namor 1.75
10 Storm 1.75
11 Silver Surfer 1.75
14 Thing 1.50
15 Captain America 2.00
16 Archangel 1.75
17 Beast 1.50
18 Cable 2.50
19 Carnage 1.75
21 Doctor Doom 1.75
22 Daredevil 1.75
24 Psylocke 1.50
27 Rogue 1.75
28 Sabretooth 2.50
31 Gambit 2.50
38 Colossus 1.50
39 Magneto 2.50
41 Spider-Man 2099 ..... 1.50
45 Venom 2.50
57 Bishop 1.50
60 Mystique 1.25
72 Nightcrawler 1.50
75 Jean Grey 1.75

Dyna-Etch

Full Set (8) $60.00
S1 Meanstreak 8.75
S2 Cerebra 8.75
S3 Krystal'n 8.75
S4 Metalhead 8.75
S5 Serpentina 8.75
S6 Bloodhawk 8.75
S7 Skullfire 8.75
S8 Xi'an 8.75

MARVEL MASTERPIECES

FLEER 1994

Full Set (140) $22.00
Unopened Box 50.00
Full Signature Set (140) 100.00
Commons ..... .30-.40
1 Apocalypse ..... .60
2 Archangel ..... .60
3 Beast ..... .50
4 Bishop ..... .60
6 Black Cat ..... .50
17 Cable 1.25
18 Captain America 1.00
20 Carnage 1.00
23 Chamber ..... .50
24 Colossus ..... .50
25 Cyclops ..... .75
26 Daredevil ..... .75
31 Dr. Doom ..... .60
32 Domino ..... .50
34 Elektra ..... .60
40 Galactus ..... .50

"Gosh, maybe a web toilet wasn't such a good idea after all. Ewww..." SkyBox's 1992 Marvel Masterpieces.

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41 Gambit 1.00
42 Ghost Rider ..... .60
45 Jean Grey ..... .60
48 Havok ..... .60
50 Hulk ..... .75
52 Human Torch ..... .60
53 Husk ..... .50
54 Iceman ..... .60
55 Invisible Woman ..... .50
56 Iron Man ..... .75
58 Jubilee ..... .60
69 M ..... .50
70 Magneto ..... .75
74 Mephisto ..... .50
76 Mr. Fantastic ..... .60
78 Mondo ..... .50
81 Namor ..... .75
84 Nightcrawler ..... .60
86 Nova ..... .50
88 Penance ..... .50
89 Phoenix ..... .50
90 Professor X ..... .60
93 Psylocke ..... .60
94 Punisher ..... .60
101 Rogue ..... .60
102 Sabretooth 1.00
106 Shadowcat ..... .50
107 Shatterstar ..... .50
111 Silver Surfer ..... .60
112 Skin ..... .50
115 Spider-Man 1.00
116 Spider-Man 2099 ..... .60
118 Storm ..... .60
122 Thanos ..... .50
123 Thing ..... .60
124 Thor ..... .60
131 Venom 1.00
133 War Machine ..... .50
136 White Queen ..... .50
137 Wolverine 1.00

Holofoils

Full Set (10) $22.00
1 Captain America 2.25
2 Carnage 3.25
3 Daredevil 2.25
4 Hulk 2.25
5 Iron Man 2.25
6 Punisher 2.00
7 Scarlet Witch 2.00
8 Spider-Man 3.25
9 Venom 3.25
10 War Machine 2.00

Power Blasts

Full Set (9) $50.00
1 Apocalypse 5.00
2 Archangel 5.00
3 Cable 5.50
4 Cyclops 5.50
5 Gambit 5.50
6 Magneto 6.00
7 Rogue 6.00
8 Sabretooth 5.50
9 Wolverine 6.00

MARVEL UNIVERSE (Series 1)

IMPEL (SKYBOX) 1990

Full Set (162) $50.00

the card price guide

Tin Set (4,000 ed.) 195.00
Unopened Box 110.00
Diamond Previews Uncut Sheet ... 25.00
Commons ..... .35-.75
1 Captain America 2.00
2 Spider-Man (black costume) ... 2.50
3 Hulk 1.50
4 Daredevil 1.50
7 Professor X 1.50
8 Cyclops 2.00
9 Marvel Girl 1.50
10 Wolverine 3.50
16 Sub-Mariner 1.50
17 Hulk (gray) 1.50
18 Thor 1.50
21 Archangel 1.50
22 Iceman 1.50
23 Wolverine (orig. costume) 3.50
24 Storm 1.50
29 Spider-Man 3.00
30 Cosmic Spider-Man 1.50
32 Silver Surfer 1.50
34 Dr. Strange 1.25
35 Havok 1.50
36 Colossus 2.00
37 Wolverine (patch) 3.00
38 Nightcrawler 1.25
41 Rogue 2.00
42 Iron Man 1.50
46 Beast 1.25
48 Storm (old costume) 1.50
57 Sabretooth 3.50
60 Dr. Doom 1.75
63 Magneto 3.50
65 Mr. Sinister 1.25
73 Venom 3.50
79 Thanos 1.25
82 Ghost Rider 3.00
83 Deathlok 1.25
85 New Warriors 1.25
119 Wolverine vs. Sabretooth 1.75
139 X-Men 1.75
140 X-Men (old team) 1.75
143 X-Factor 1.25
144 Excalibur 1.25
156 Magneto 2.00
160 Wolverine 2.00

Holograms
Full Set (5) $65.00
MH-1 Cosmic Spider-Man 12.75
MH-2 Magneto 11.75
MH-3 Silver Surfer 12.75
MH-4 Wolverine 18.00
MH-5 Spidey vs. Green Goblin 11.75

MARVEL UNIVERSE (Series 2)
SKYBOX 1991
Full Set (162) $35.00
Tin Set (7,500 ed.) 110.00
Unopened Box 60.00
Diamond Previews Uncut Sheet ... 19.00
Commons 20-.75
1 Spider-Man 3.00
4 Marvel Girl 1.25
8 Iceman 1.00
11 Nightcrawler 1.00
15 Cable 4.00
17 Gambit 3.00
18 Psylocke 1.50
27 Havok 1.25
36 Banshee 1.00
38 Jubilee 1.00
39 Ghost Rider 1.25
40 Beast 1.00
42 Rogue 1.25
45 Silver Surfer 1.00
46 Storm 1.25
47 Archangel 1.25
48 Thor 1.25
50 Wolverine 3.00
51 Cyclops 1.50
53 Hulk 1.50
54 Captain America 1.50
56 Sabretooth 3.00
57 Magneto 3.00
58 Venom 3.00
88 Dr. Doom 1.50
91 Spider-Man/Venom 1.50
93 Wolverine/Sabretooth 1.50
106 X-Men/Sentinels 1.50
108 Wolverine/Hulk 1.50
112 Spider-Man/Lizard 1.25
117 X-Men/Marauders 1.50
125 X-Men/Magneto 1.50
138 Wolverine's Claws 1.50
148 X-Force 1.00
153 X-Men 1.50
154 X-Factor 1.00
155 Excalibur 1.00

Holograms
Full Set (5) $30.00
H-1 Spider-Man 8.00
H-2 Hulk 5.00
H-3 Punisher 6.00
H-4 Dr. Doom 7.00
H-5 FF vs. The Mole Man 6.00

MARVEL UNIVERSE (Series 3)
SKYBOX 1992
Full Set (200) $18.00
Tin Set (10,000 ed.) 59.00
Unopened Box 30.00
Diamond Previews Uncut Sheet 9.50
Capital City Venom Holo. Promo ... 6.00
Commons ..... .15-.75
1 Spider-Man 2.50
4 Gambit 2.50
6 Beast 1.00
15 Silver Surfer 1.00
22 Nightcrawler 1.00
27 Iceman 1.00
30 Storm 1.00
37 Captain America 1.25
38 Wolverine 3.00
41 Professor X 1.25
46 Colossus 1.00
50 Cable 3.00
51 Psylocke 1.25
63 Archangel 1.25
64 Rogue 1.50
66 Jean Grey 1.25
68 Cyclops 1.25
70 Havok 1.00
74 Spider-Man & Wolverine 1.25
75 Wolverine & Capt. America 1.25
76 Wolverine & Hulk 1.25
77 Wolverine & Cable 1.25
88 Wolverine, Punisher, & G. Rider 1.25
108 Venom 2.50
111 Dr. Doom 1.25
112 Magneto 2.50
114 Green Goblin 1.25
120 Carnage 1.50
129 Sabretooth 3.00
146 Bishop 1.00
162 Spider-Man 1.75
164 Wolverine 1.50
179 X-Men Gold 1.25

"Hair today, gone tomorrow. Ha! Get it? Thank you—I'll be here all week!" Topps's Maxx set from 1994.

182 X-Men Blue 1.25

Holograms
Full Set (5) $25.00
H-1 Hulk 6.00
H-2 Thing 5.00
H-3 Wolverine 5.00
H-4 Venom 5.00
H-5 Ghost Rider 5.00

MARVEL UNIVERSE (Series 4)
SKYBOX 1993
Full Set (180) $12.00
Unopened Box 20.00
Commons ..... .10-.50
1 Hulk 1.00
31 Sabretooth 1.75
35 Cable 1.75
42 Nightcrawler ..... .75
43 Havok ..... .75
44 Psylocke ..... .75
55 Venom 2.00
57 Carnage 1.75
59 Spider-Man 2.00
79 Dr. Doom 1.00
109 Storm ..... .85
110 Archangel ..... .85
111 Beast ..... .75
112 Rogue 1.00
113 Magneto 2.00
114 Gambit 2.00
115 Cyclops 1.50
116 Wolverine 2.00
117 Bishop ..... .85
136 Origin of Wolverine 1.00
137 Origin of Cable 1.00
140 The Fate of the X-Men ..... .85
143 Spider-Man's Parents' Secret ..... .85
149 Wolverine vs. Sabretooth 1.25
152 Spider-Man vs. Venom 1.00
165 Spider-Man vs. Venom 1.00
H-IV Spidey vs. Venom H'gram 45.00

Foils
Full Set (9) $38.00
Single Foils 4.50
1 Doom 2099 ..... 5.75
5 Spider-Man 2099 ..... 6.50
6 Punisher 2099 ..... 5.75
7 The Specialist 5.75
8 Deathstryke 5.75
9 Tiger Wylde 5.75

MARVEL UNIVERSE
FLEER 1994
Full Set (200) $20.00
Unopened Box 50.00
Commons ..... .15-.50
1 Spider-Man 1.25
2 Venom 1.25
4 Wolverine 1.25
5 Gambit 1.25
6 Silver Surfer ..... .85
7 Rogue ..... .75
8 Iron Man ..... .85
9 Ghost Rider ..... .75
10 Fatal Attractions 1 ..... .75
11 Fatal Attractions 2 ..... .75
12 Fatal Attractions 3 ..... .75
13 Fatal Attractions 4 ..... .75
14 Fatal Attractions 5 ..... .75
15 Fatal Attractions 6 ..... .75
16 Fatal Attractions 7 ..... .75
17 Fatal Attractions 8 ..... .75
18 Fatal Attractions 9 ..... .75
91 Banshee ..... .85
93 Bishop ..... .85
94 Cable 1.25
96 Colossus ..... .85
97 Cyclops 1.00
100 Gambit 1.25
104 Jubilee ..... .85
108 Mystique ..... .75
112 Psylocke ..... .85
114 Rogue ..... .85
115 Sabretooth 1.25
120 Storm ..... .85
123 White Queen ..... .85
124 Wolverine 1.25
125 Carnage 1.00
130 Spider-Man 1.25
131 Venom 1.25
145 Captain America ..... .85
150 Thor ..... .85
155 Silver Surfer ..... .85
161 Iron Man ..... .85
184 Spider-Man 2099 ..... .85
188 Daredevil ..... .85
189 Elektra ..... .85
190 Hulk ..... .85
191 Human Torch ..... .75
192 Invisible Woman ..... .75
194 Namor ..... .85
197 Thing ..... .75

Holograms
Full Set (4) $40.00
1 Spider-Man 11.00
2 Wolverine 11.00
3 War Machine 10.00
4 Silver Surfer 10.00

Power Blasts
Full Set (9) $25.00
1 Carnage 3.00
2 Punisher 2.00
3 Ghost Rider 2.00
4 Gambit 3.50
5 Hulk 2.00
6 Spider-Man 3.00
7 Iron Man 2.00
8 Cyclops 3.00
9 Thing 2.00

Suspended Animations
Full Set (10) $40.00
1 Gambit 6.00
2 Human Torch 4.00
3 Invisible Woman 4.00
4 Iron Man 5.00
5 Silver Surfer 5.00
6 Spider-Man 5.00
7 Thing 4.00
8 Venom 6.00
9 War Machine 4.00
10 Wolverine 6.00

THE MASK
CARDZ 1994
Full Set (110) $15.00
Unopened Box 30.00
10-Card TekChrome Set 50.00
Single Cards ..... .15-.20
Single TekChromes 5.00

THE MAXX
TOPPS 1994
Full Set (90) $12.00
Unopened Box 35.00
4-Card Foil Set 28.00
Single Cards ..... .10-.15
Single Foils 7.00

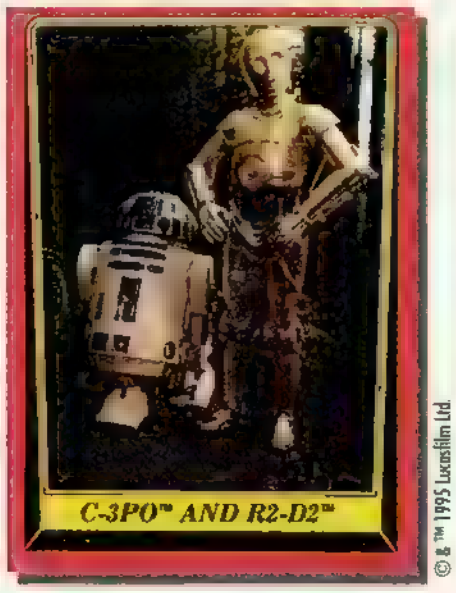
MIGHTY MORPHIN' POWER RANGERS
COLLECT-A-CARD 1994
Full Set (72) $15.00
Unopened Box 40.00
72-Card Etched Foil Set 45.00
Single Cards ..... .10-.15
Single Foils ..... .60

MIGHTY MORPHIN' POWER RANGERS (Series 2)
COLLECT-A-CARD 1994
Full Set (72) $12.00
Unopened Box 30.00
72-Card Etched Foil Set 45.00
Single Cards ..... .10-.15
Single Foils ..... .60

MIGHTY MORPHIN' POWER RANGERS (Series 3)
COLLECT-A-CARD 1994
Full Set (72) $12.00
Unopened Box 30.00
72-Card Etched Foil Set 40.00
8-Card Cel Set 75.00
Single Cards ..... .10-.15
Single Foils ..... .60
Single Cel Cards 9.50
White Ranger Card 25.00

PLASM
THE RIVER GROUP 1993
Full Set (150) $10.00
Unopened Box 19.00
Tin Set 60.00

"R2, I've wet myself, and now I'm all rusted up!" Topps's *Return of the Jedi* set, series 1.



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Uncut Sheet Set (5,000) 19.00
Plasm Binder (1st print) 35.00
Plasm Binder (2nd print) 15.00
8-Card Hologram Set 58.00
1-Card Hologram (From Binder) . 12.00
3-Card Embossed Hologram Set ... 50.00
1 Embossed (From Tin Set) 12.00
Single Cards ..... .05-.10
Single Holograms 8.00
Single Embossed Holograms 17.00
Jim Shooter Signed Card 55.00

REN & STIMPY (All Prisms)
TOPPS 1993
Full Set (50-All Prisms) $20.00
Unopened Box 35.00
4-Card Cheesy Set 15.00
50-Piece Sticker Set 35.00
Single Cards (Prisms) ..... .30-.35
Single Cheesy Cards 4.00
Single Stickers ..... .45-.65

RETURN OF THE FLINTSTONES
CARDZ 1994
Full Set (60) $10.00
Unopened Box 28.00
3-Card TekChrome Set 20.00
Single Cards ..... .10-.15
Single TekChromes 7.00

RETURN OF SUPERMAN
SKYBOX 1993
Full Set (100) $12.00
Unopened Box 25.00
4-Card Foil Set 45.00
Single Cards ..... .15-.20
Single Foil Cards 12.00

RETURN OF THE JEDI (Series 1)
TOPPS 1983
Full Set (132 Cards/33 Stickers) ... $12.00
Unopened Box 22.00
Single Cards ..... .05-.10
Single Stickers ..... .10-.15

RETURN OF THE JEDI (Series 2)
TOPPS 1983
Full Set (88 Cards/22 Stickers) $8.00
Unopened Box 17.00
Single Cards ..... .05-.10
Single Stickers ..... .10-.15

THE SANDMAN
SKYBOX 1994
Full Set (90) $28.00
Unopened Box 60.00
Commons ..... .25-.40
1 Sleep of the Just ..... .85
8 The Sound of Her Wings ..... .85
17 Calliope ..... .50
18 A Dream of 1,000 Cats ..... .50
19 A Midsummer Night's Dream ... .75
20 Facade ..... .50
31 Three Sept. and a January ..... .50
50 Ramadan ..... .75
51 Cain ..... .60
56 The Corinthian ..... .75
59 Nuala ..... .60
60 Matthew the Raven ..... .85
62 The 3 Witches ..... .60
76 Rose Walker ..... .60
79 Lyta Hall & Daniel ..... .85
81 Hector Hall ..... .50
84 William Shakespeare ..... .50
87 Nada ..... .50
88 Hob Gadling ..... .50
89 Orpheus ..... .75
Sandman/Morpheus Hologram 65.00

Endless Gallery Bonus Cards
Full Set (7) $175.00
Single Endless cards 24.00
1 Dream/Morpheus 27.00
7 Death 27.00

THE SHADOW
TOPPS 1994
Full Set (90) $15.00
Unopened Box 38.00
4-Card Dark Horse Set 48.00
10-Card Shadow Legend Set 6.00
Single Cards ..... .10-.15
Single Legends ..... .60
Single Dark Horse Cards 10.00

SHADOWHAWK
COMIC IMAGES 1992
Full Set (90) $10.00
Unopened Box 28.00
6-Card Prism Set 48.00
Single Cards ..... .10-.15
Single Prisms 9.00

SHADOWHAWK
IMAGE 1994
Full Set (100) $10.00
Unopened Box 24.00
7-Card Foil Set 45.00
Shadow Bart Card 50.00
Single Cards ..... .10-.15
Single Foils 7.00

THE SIMPSONS
TOPPS 1990
Full Set (88 Cards/22 Stickers) $12.00
Unopened Box 15.00
Single Cards ..... .15-.25
Single Stickers 15-.25

THE SIMPSONS
SKYBOX 1994
Full Set (80 Cards/10 Tattoos) $15.00
Unopened Box 55.00
6-Card Cel Set 60.00
4-Card Glow-in-the-Dark Set 50.00
9-Card Wiggle Set 30.00
Single Itchy & Scratchy Cards ..... .20-.25
Single Radioactive Man Cards ..... .20-.25
Single Simpsons Cards ..... .20-.25
Single Tattoos ..... .20-.25
Single Cels 10.00
Single Glow-in-the-Darks 13.00
Single Wiggles 3.50

THE SIMPSONS II
SKYBOX 1994
Full Set (80) $12.00
Unopened Box 40.00
10-Card Smell-O-Rama Set 20.00
9-Card Wiggle Set 25.00
4-Card Disappearing Ink Set 60.00
4-Card Arty Art Master Series Set 120.00
Single Cards ..... .15-.20
Single Smell-O-Rama Cards 2.00
Single Wiggles 3.00
Single Disappearing Ink Cards 15.00
Single Arty Art Cards 30.00

SKELETON WARRIORS
FLEER ULTRA 1995
Full Set (100) $15.00
Unopened Box 48.00
5-Card Glow Set 8.00
9-Card Power Blast Set 30.00
10-Card Cel Set 20.00
Single Cards ..... .10-.20
Single Glows 1.75
Single Power Blasts 3.50
Single Cels 2.00

SPIDER-MAN (Series 1)
COMIC IMAGES 1992
Full Set (90) $10.00

G.I. Joe launches its new deceased line. "Yo, Joe, my ass! I was just hopin' to get a pair of pants!" Fleer Ultra's Skeleton Warriors.

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Unopened Box 50.00
6-Card Prism Set 95.00
Single Cards ..... .10-.15
Single Prisms 17.50

SPIDER-MAN (Series 2)
COMIC IMAGES 1992
Full Set (90) $8.00
Unopened Box 25.00
6-Card Prism Set 40.00
Single Cards ..... .10-.15
Single Prisms 7.00

SPIDER-MAN
FLEER 1994
Full Set (150) $15.00
Unopened Box 42.00
Commons ..... .10-.60
1 Stick to Walls ..... .85
13 Living Costume ..... .85
32 Spider-Man ..... .85
41 Spider-Man ..... .85
46 Green Goblin ..... .75
47 Spider-Man ..... .85
62 Spider-Man ..... .85
66 Carnage 1.00
67 Venom 1.00
68 Spider-Man ..... .85
75 Spider-Man ..... .85
82 Spider-Man & Wolverine ..... .85
88 Spider-Man & The X-Men ..... .85
89 Spider-Man & Venom ..... .85
97 Spider-Man vs. Venom ..... .85
98 Spider-Man vs. Carnage ..... .85
100 Spider-Man vs. Green Goblin ..... .85
122 Mary Jane ..... .75
127 Peter Parker ..... .85

Holograms
Full Set (4) $40.00
Single Holograms 10.00

Suspended Animation
Full Set (12) $32.00
Single S.A. Cards 3.50
1 Spider-Man 4.50
4 Venom 4.50
5 Carnage 4.50
7 Spider-Man 4.50
10 Spider-Man 4.50

Suspended Animation
(12-card magazine Jumbo)
Full Set (6) $40.00
Single S.A. Cards 7.00
1 Venom 10.00
3 Spider-Man 10.00
6 Carnage 10.00

Suspended Animation
(11-card Wal-Mart Jumbo)
Full Set (6) $38.00
Single S.A. Cards 7.00
1 Spider-Man 10.00
6 Spider-Man 10.00

STAR TREK (TV)
TOPPS 1976
Full Set (88 Cards/22 Stickers) .. $275.00
Unopened Box 350.00
Single Cards 2.75-3.25
Single Stickers 3.25-3.75

STAR TREK (Movie)
TOPPS 1979
Full Set (88 Cards/22 Stickers) $34.00
Unopened Box 85.00
Single Cards ..... .25-.30
Single Stickers ..... .40-.45

STAR TREK III (Movie)
F.T.C.C. 1984
Full Set (60 Cards/20 Spaceships) $40.00
Unopened Box 90.00
Single Cards ..... .45-.55
Single Spaceships ..... .45-.55

STAR TREK IV (Movie)
F.T.C.C. 1987
Full Set (60 Cards) $35.00
Unopened Box 50.00
Single Cards ..... .55-.65

STAR TREK 25TH ANNIVERSARY (Series 1)
IMPEL/SKYBOX 1991
Full Set (160) $10.00
Unopened Box 18.00
2-Card Hologram Set 18.00
Single Cards ..... .05-.10
Single Holograms 9.50

STAR TREK 25TH ANNIVERSARY (Series 2, #161-#310)
IMPEL/SKYBOX 1991
Full Set (150) $10.00
Unopened Box 18.00
2-Card Hologram Set 18.00
Single Cards ..... .05-.10
Single Holograms 9.50

STAR TREK: DEEP SPACE NINE
SKYBOX 1993
(Available in Factory Sets Only)
Full Set (48) $4.00
2-Card Spectra Set 6.00
Single Cards ..... .10-.15
Single Spectras 3.50

STAR TREK: GENERATIONS
SKYBOX 1995
Full Set (72) $12.00
Unopened Box 40.00
3-Card Villains Set 30.00
3-Card Captains Set 45.00
Single Cards ..... .10-.15
Single Villains 10.00
Single Captains 15.00
Redemption Card 75.00

STAR TREK MASTER SERIES (Series 2)
SKYBOX 1994
Full Set (100) $15.00
Unopened Box 45.00
9-Card Triptychs Set 65.00
Single Cards ..... .10-.15
Single Triptychs 7.50

STAR TREK: TNG
SKYBOX 1992
Full Set (120) $10.00
Unopened Box 20.00
Tin Set (10,000 ed.) 65.00
4-Card Hologram Set 28.00
Send-Away Hologram 7.00
Single Cards ..... .10-.15
Single Holograms 7.00

STAR TREK: TNG BEHIND THE SCENES
SKYBOX 1993
(Available in Factory Sets Only)
Full Set (39) $12.00
Single Cards ..... .30-.35

STAR TREK: TNG—THE EPISODES COLLECTION
SKYBOX 1994
Full Set (100) $13.00
Unopened Box 40.00

the card price guide

Commons .10-.15
6-Card Embossed Foil Set 50.00
2-Card Hologram Set 30.00
Tribute Card 4.00
Single Cards .10-.15
Single Embossed Foils 8.50
Single Holograms 15.00

STAR WARS
TOPPS 1977
Series 1 Full Set (66/11 Stkrs,Blue) $60.00
Unopened Box 180.00
Commons .60-.75
Series 2 Full Set (66/11 S's,Red) 40.00
Unopened Box 125.00
Commons .35-.55
Series 3 Full Set (66/11 S's,Yellow) 50.00
Unopened Box 150.00
Commons .35-.55
Series 4 Full Set (66/11 S's,Green) 50.00
Unopened Box 150.00
Commons .50-.55
Series 5 Full Set (66/11 S's,Brown) 35.00
Unopened Box 110.00
Commons 35-.55
Series 1/3 Stickers 1.25-1.75
Series 2/4 Stickers 85-1.00

STAR WARS GALAXY
TOPPS 1993
Full Set (140) $16.00
Full Set (Uncut Sheets) 32.00
Unopened Box 40.00
6-Card Spectra Set 50.00
6-Card Spectra Set (Uncut Sh't) 85.00
Single Cards .10-.20
Single Spectras 9.00

STAR WARS GALAXY (Series 2)
TOPPS 1994
Full Set (135) $15.00
Unopened Box 35.00
6-Card Foil Set 50.00
Single Cards .10-.20
Single Foils 8.50
Autographed Card 35.00

STAR WARS WIDEVISION
TOPPS 1995
Full Set (120) $22.00
Unopened Box 40.00
10-Card Finest Set 85.00
Single Cards .15-.25
Single Finest Cards 8.50

SUPERMAN (TV)
TOPPS 1966
Full Set (66) $225.00
Single Cards 3.25-4.00

SUPERMAN (Movie, Series 1)
TOPPS 1978
Full Set (77 Cards/6 St'kers/6 Foil) $22.00
Unopened Box 60.00
Single Cards .15-.25
Single Stickers .45-.55
Single Foils .45-.55

SUPERMAN (Movie, Series 2, #78-#165)
TOPPS 1979
Full Set (88 Cards/6 Stkrs/10 Foil) $25.00
Unopened Box 75.00
Single Cards .15-.25
Single Stickers .45-.55

SUPERMAN II (Movie)
TOPPS 1981
Full Set (88 Cards/22 Stickers) $13.00
Unopened Box 29.00
Single Cards .05-.10
Single Stickers .25-.30

"Tell that walkin' carpet of yours to get his gun out of my ass!"
Topps's *Star Wars* Widevision set.

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SUPERMAN III (Movie)
TOPPS 1983
Full Set (99 Cards/22 Stickers) $7.00
Unopened Box 17.00
Single Cards .05-.15

SUPERMAN: DOOMSDAY
SKYBOX 1993
Full Set (100) $40.00
Unopened Box 115.00
2-Card Foil Set 50.00
4-Card Spectra Set 100.00
Single Cards .40-.50
Single Foils 25.00
Single Spectras 25.00

SUPERMAN: MAN OF STEEL
SKYBOX 1994
Full Premium Set (90) $35.00
Unopened Premium Box 75.00
4-Card Forged in Steel Set 100.00
Single Cards .50-.60
Single Forged in Steel Cards 25.00
Clark Kent/Superman SkyDisc 110.00
Full Collector's Edition Set (90) 12.00
Unopened Collector's Edition Box 30.00
6-Card Spectra-Etch Set 40.00
Single Cards 20-.30
Single Spectra-Etch Cards 7.00

ULTRA X-MEN
FLEER 1994
Full Set (150) $32.00
Unopened Box 85.00
Unopened Jumbo Box 95.00
Commons .25-.50
1 Cyclops 2.00
2 Rogue 1.50
3 Beast 1.50
4 Gambit 2.25
5 Jubilee 1.25
6 Wolverine 2.25
7 Psylocke 1.50
10 Iceman 1.50
11 Bishop 1.50
12 Archangel 1.50
13 Storm 1.50
14 Jean Grey 1.50
15 Sabretooth 2.25
16 Professor X 1.50
17 Nightcrawler 1.25
21 Cable 2.00
29 Havok 1.00
30 Polaris 1.00
35 Random .85
43 Weapon X (Wolverine) 2.00
54 Colossus 1.25
55 Magneto 2.25
60 Apocalypse 1.50
97 Cyclops 2.00
98 Iceman 1.25
99 Angel 1.25
100 Beast 1.25
101 Marvel Girl 1.50
102 Professor X 1.25
109 X-Men Gold/1 1.00
110 X-Men Gold/2 1.00
111 X-Men Gold/3 1.00
112 X-Men Blue/1 1.00
113 X-Men Blue/2 1.00
114 X-Men Blue/3 1.00
137 Wolverine vs. Sabretooth 1.75
138 Wolverine vs. Cyber .85
139 Wolverine vs. Omega Red 1.00
140 Wolverine vs. Hulk 1.00
141 Wolverine vs. Thing 1.00
142 Wolverine vs. Spider-Man 1.00
143 Wolverine vs. Silver Samurai .85
144 Wolverine vs. Hellfire Club .85
145 Wolverine vs. Cable 1.50
146 Wolverine vs. Sauron .85
147 Wolverine vs. Punisher .85
148 Wolverine vs. Lord Shingen .85
149 Wolverine vs. Lady Deathstrike .85
150 Checklist .85

Fatal Attractions (Regular and Jumbo Packs)
Full Set (6) $50.00
Single F.A. cards 9.00

Greatest Battles
6-Card Battles Set (Jumbo Packs)
Full Set (6) $50.00
Single G.B. cards 9.00

Portraits (Regular, Anco 11/12-Card Packs)
Full Set (9) $45.00
Single Portrait cards 6.00

Red-Foil Bonus (Anco 12-Card Packs)
Full Set (6) $45.00
Single Red-Foil cards 7.50

Silver X-Overs (Anco 11/12-Card Packs)
Full Set (6) $75.00
Single X-Over cards 12.50

UltraPrints
Full Set (5) $15.00
Single Prints 3.00

ULTRA X-MEN (Series 2)
FLEER 1994
Full Set (150) $22.00
Unopened Box 55.00
Commons .20-.30
2 Apocalypse .50
4 Archangel .50
6 Bishop .50
11 Colossus .50
14 Cyclops .50
15 Dark Phoenix .40
17 Domino .40
18 Exodus .40
20 Gambit .75
25 Jean Grey .50
28 Magneto .75
30 Mojo .40
32 Mr. Sinister .60
33 Mystique .50
35 Omega Red .40
36 Phalanx .40
38 Psylocke .50
39 Redd & Slym .50
40 Rogue .50
41 Sabretooth .75
42 Sentinels .40
47 Storm .50
48 Stryfe .40
49 Sunfire .40
50 Tyler .40
51 White Queen .50
52 Wolverine .60
54 X-Treme .40
55 Guardian .40
56 Puck .40
57 Vindicator .40
63 Sabretooth .75
64 Amanda Sefton .40
66 Douglock .40
67 Nightcrawler .50
68 Shadowcat .40
70 Banshee .50
71 Chamber .40
72 Husk .40
73 Jubilee .50
74 M .40
75 Mondo .40
76 Penance .40
77 Skin .40
78 Synch .40
79 White Queen .50
80 Feral .40
83 Moonstar .40
85 Reignfire .40
88 Angel .50
89 Beast .50
90 Cyclops .50
91 Iceman .50
92 Marvel Girl .50
93 Professor X .50
94 Beast .50
95 Cyclops .50
96 Gambit .75
97 Psylocke .50
98 Rogue .50
99 Wolverine .75
100 Archangel .50
101 Bishop .50
102 Jean Grey .50
103 Iceman .50
104 Storm .50
105 Professor X .50
106 Forge .40
107 Havok .40
108 Polaris .40
110 Random .40
111 Strong Guy .40
112 Boomer .40
113 Cable .75
114 Cannonball .40
115 Domino .40
117 Shatterstar .40
120 Fall of the Mutants .40
121 Fatal Attractions .40
122 Inferno .40
123 Phalanx Covenant .40
124 X-Cutioner's Song .40
125 X-Tinction Agenda .40
126 Archangel vs. Apocalypse .40
127 Cable vs. Deadpool .50
128 Cable vs. Stryfe .60
129 Cable vs. Wolverine .60
130 Cyber vs. Wolverine .50
131 Cyclops vs. Mr. Sinister .50
132 Longshot vs. Mojo .40
133 Magneto vs. Prof. X .50
134 Magneto vs. Wolverine .60
135 Omega Red vs. Wolverine .60
136 Psylocke vs. Revanche .40
137 Rogue vs. Ms. Marvel .40
138 Sabretooth vs. Jean Grey .50
139 Sabretooth vs. Wolverine .60
140 Sauron vs. Wolverine .50
141 Bishop .40
142 Gambit & Rogue .50
143 Iceman .40
144 Prof. X & Jubilee .40
145 Psylocke & Archangel .40
146 Rogue .50
147 Scott & Jean .50
148 Storm .40
149 Wolverine .60
150 Checklist .40

Sinister Observations (Chromium)
Full Set (10) $75.00
1 Archangel 7.50
2 Bishop 7.50
3 Cyclops 8.00
4 Gambit 8.50
5 Iceman 7.50
6 Jean Grey 7.50
7 Psylocke 7.50
8 Rogue 8.00
9 Storm 7.50
10 Wolverine 8.50

Hunters and Stalkers
Full Set (9) $32.00
1 Apocalypse 3.50
2 Cable 4.50
3 Deadpool 3.50

4 Random 3.50
5 Bishop 3.50
6 Sabretooth 4.50
7 Wolverine 4.50
8 Magneto 4.50
9 Archange 3.50

Suspended Animation
Full Set (10) $45.00
1 Beast 4.50
2 Cyclops 5.00
3 Gamb't 5.50
4 Jean Grey 4.50
5 Jubilee 4.50
6 Magneto 5.00
7 Morph 4.50
8 Professor X 4.50
9 Storm 4.50
10 Wolverine 5.50

ULTRAVERSE MASTER SERIES
SKYBOX 1994
Full Set (90) $15.00
Unopened Box 40.00
2-Card Holithogram Set 25.00
5-Card Foil Set 25.00
Single Cards ..... .15-.25
Single Holithograms 12.50
Single Foils 5.00

UNIVERSAL MONSTERS
TOPPS 1994
Full Set (100) $18.00
Unopened Box 34.00
10-Card Chromium Set 50.00
5-Card Glow-in-the-Dark Set 25.00
Single Cards ..... .15-.25
Single Chromiums 5.00
Single Glow-in-the-Dark Cards 5.00

VALIANT ERA
PYRAMID 1993
Full Set (120) $10.00
Unopened Box 20.00
Wooden Box Set
(100 made and numbered) 210.00
9-Card First App. Set 45.00
9-Card Unseen Art Set 25.00
SP1 X-O Manowar 14.00
Hologram Header Card 8.00
Card With Chicago Comic-Con Back... 1.00
Single Cards ..... .10-.15
Single First App. Cards 5.50
Single Unseen Art Cards 4.00

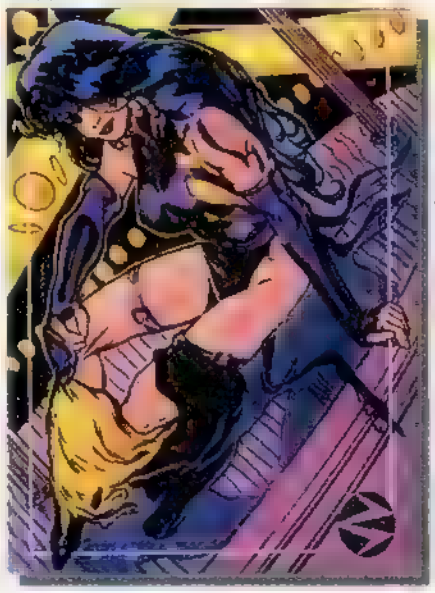
VALIANT ERA (Series 2)
PYRAMID 1994
Full Set (140) $13.00
Unopened Box 25.00
9-Card Art Set 38.00
8-Card Foil Set 45.00
Single Cards ..... .10-.15
Single Art Cards 4.50
Single Foil Cards 6.00

VAMPIRELLA
TOPPS 1995
Full Set (90) $15.00
Unopened Box 36.00
Full Gold Set (90) 100.00
6-Card Gallery Set 40.00
6-Card HoloGlow Set 55.00
Single Cards ..... .15-.25
Single Gold Cards 1.25
Single Gallery Cards 7.00
Single HoloGlow Cards 9.50

WILDC.A.T.S
TOPPS 1993
Full Set (100) $12.00
Unopened Box 25.00
6-Card Prism Set 60.00
Single Cards ..... .10-.20
Single Prisms 10.00

WILDSTORM
IMAGE 1994
Full Set (90) $40.00
Unopened Box (Red) 65.00
Unopened Box (Blue) 65.00
Unopened Box (Green) 65.00
9-Card Refractor Set 100.00
15-Card Signature Set 300.00

"Sorry, I only had time to shave my thighs." Topps's WildC.A.T.s set.



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WIZARD'S IMAGE CARDS
(Series 1)
WIZARD PRESS 1992
1 Spawn $5.00
1 Spawn (Gold) 22.00
2 ShadowHawk 3.00
2 ShadowHawk (Gold) 15.00
3 The Savage Dragon 3.00
3 The Savage Dragon (Gold) 15.00
4 Image Jam (pt.1) 5.00
4 Image Jam (pt.1, Gold) 30.00
5 Image Jam (pt.2) 5.00
5 Image Jam (pt.2, Gold) 30.00
6 Cyberforce 3.50
6 Cyberforce (Gold) 16.00
7 WildC.A.T.s 4.00
7 WildC.A.T.s (Red Foil) 9.00
7 WildC.A.T.s (Gold) 16.00
[illegible] WetWorks 3.00
8 WetWorks (Gold) 15.00
9a Holly Daye 2.00
9a Holly Daye (Gold) 15.00
9b Santa the Barbarian 2.00
9b Santa the Barbarian (Gold) 15.00
9c Santa Todd 2.00
9c Santa Todd (Gold) 15.00

WIZARD'S IMAGE CARDS
(Series 2)
WIZARD PRESS 1993
1 Pitt $3.00
1 Pitt (Gold) 15.00
2 The Maxx (New York) 5.00
2 The Maxx (New York, Gold) 17.00
2a The Maxx (Australia) 12.00
3 Youngblood (Home Team) 6.00
3 Y'blood (H. Team, Gold) 18.00
3a Youngblood (Away Team) 13.00
4 StormWatch 3.00
4 StormWatch (Gold) 15.00
5 Supreme 3.00
5 Supreme (Gold) 15.00
6 Battlestone 3.00
6 Battlestone (Gold) 15.00
7 Shaman's Tears 3.00
7 Shaman's Tears (Gold) 15.00
8 ShadowHawk (masked) 4.00
8 ShadowHawk (masked, Gold) 16.00
8a ShadowHawk (unmasked) 11.00
9 Codename: Stryke Force 2.75
9a Codename: S. Force (Gold) 15.00

WIZARD SPECIAL CARDS
WIZARD PRESS 1993
The Spirit $3.00
The Spirit (Gold) 15.00
The Spirit Eisner Autographed
Card (Gold Star, 1,000 ed.) 75.00
Superman 4.50
Superman (Gold) 19.00
Youngblood (#0) 3.00
Youngblood (#0, Gold) 10.00
X-Men 4.00
X-Men (Gold) 16.00
WildC.A.T.s 2 (Gold) 13.00
Cyberforce 2.00
Cyberforce (Gold) 12.00
Sp-Man vs. Venom masterpr't 4.00

WIZARD SPECIAL CARDS
WIZARD PRESS 1994
WildStar $2.00
WildStar (Gold) 12.00
Brigade 2.00
Brigade (Gold) 12.00
Madman/Allred 2.50
Christmas Eve in B'lyn 3.00
Christmas Eve in B'lyn (Gold) 15.00
Mordare/Nelson 2.50
Violator 5.00
Violator (Gold) 22.00
Beavis & Butt-Head Acetate 4.50
Grendel/Wagner 2.50
Spawn 4.50
Spawn (Gold) 23.00
Kindred 2.00
Bone/Smith 2.50
WildC.A.T.s 2 ..... 3.00

WOLVERINE: FROM THEN 'TIL NOW (Series 1)
COMIC IMAGES 1988
Full Set (45) $15.00
Unopened Box 58.00
Single Cards ..... .20-.30

WOLVERINE: FROM THEN 'TIL NOW (Series 2)
COMIC IMAGES 1992
Full Set (90) $8.00
Unopened Box 29.00
6-Card Prism Set 48.00
Single Cards ..... .20-.25
Single Prisms 7.50

X-FORCE
COMIC IMAGES 1991
Full Set (90) $12.00
Unopened Box 22.00
Single Cards 10-.15
Liefeld Signed Card (1,000 ed.) 55.00

X-FORCE
IMPEL (SKYBOX) 1991
Full Set (5) $15.00
1 Cable 5.50
2 Shatterstar 3.25
3 Deadpool 3.00
4 Sunspot & Gideon 3.00
5 Team 3.25

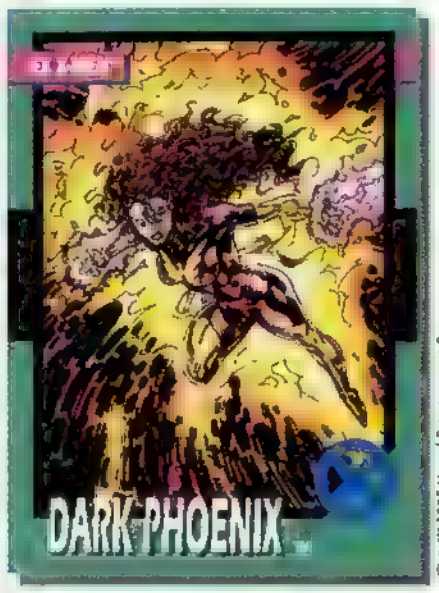
X-MEN
COMIC IMAGES 1991
Full Set (90) $16.00
Unopened Box 32.00
Single Cards ..... .15-.20

X-MEN COVERS (Series 1)
COMIC IMAGES 1990
Full Set (90) $7.00
Unopened Box 24.00
Single Cards ..... .10-.15

X-MEN COVERS (Series 2)
COMIC IMAGES 1990
Full Set (45) $4.00
Unopened Box 24.00
Single Cards ..... .10-.15

X-MEN (Series 1)
SKYBOX 1992
Full Set (100) $35.00
Tin Set (7,500 ed.) 70.00
Unopened Box 65.00
Cap. City Gold Magneto H'gram 10.00
Commons ..... .15-.35
1 Beast ..... .75
2 Wolverine 2.50
3 Havok ..... .75
6 Nightcrawler ..... .75
11 Professor X ..... .75
12 Psylocke 1.00
14 Storm 1.25
17 Cyclops 1.50
18 Gambit 2.25
19 Cable 2.25
20 Archangel 1.00
24 Jean Grey 1.25
25 Colossus 1.00
29 Jubilee ..... .75
36 Rogue 1.25
38 Bishop 1.25
41 Magneto 2.00

"Smell the power of the Phoenix's flatulence!" SkyBox's X-Men series 1.



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52 Sabretooth 2.00
71 X-Men Gold 1.25
72 X-Men Blue 1.25
94 Gambit 2.00
95 Wolverine 2.00
98 Cable 2.00
Jim Lee Signed Card (w/stamp) 100.00

Holograms
Full Set (5) $30.00
H-1 Wolverine 8.75
H-2 Cable 8.75
H-3 Gambit 8.00
H-4 Magneto 6.00
H-5 The X-Men 6.00

X-MEN (Series 2)
SKYBOX 1993
Full Set (100) $25.00
Tin Set 65.00
Unopened Box 55.00
Commons ..... .20-.35
1 Archangel 1.00
3 Bishop ..... .75
5 Cable 2.00
9 Colossus 1.25
10 Cyclops 1.50
12 Gambit 2.00
13 Jean Grey 1.25
20 Nightcrawler 1.00
24 Psylocke 1.00
27 Rogue 1.25
36 Wolverine 2.00
43 Cable (vs. Stryfe) 1.25
44 Stryfe (vs. Cable) 1.25
49 Wolverine (vs. Omega Red) 1.50
50 Omega Red (vs. Wolverine) 1.50
52 Wolverine (vs. Sabretooth) 1.50
53 Sabretooth (vs. Wolverine) 1.50
85 X-Men Blue Team 1.25
86 X-Men Gold Team 1.25
91 Sabretooth Unleashed 1.25
93 Persuasion Gambit-Style 1.25
98 The Claws of Wolverine 1.25
H-X Wolverine 3-D 40.00

30th Anniversary Foils
Full Set (9) $40.00
Single Anniversary Foil cards 5.25
G-1 Cable 5.75
G-2 Cyclops 5.75
G-9 Wolverine 5.75

Holofoils
Full Set (3) $36.00
H-1 Cable 15.00
H-2 Magneto 13.00
H-3 Storm 14.00

YOUNGBLOOD
COMIC IMAGES 1992
Full Set (90) $9.00
Unopened Box 20.00
6-Card Prism Set 32.00
Single Cards ..... .10-.15
Single Prisms 6.00

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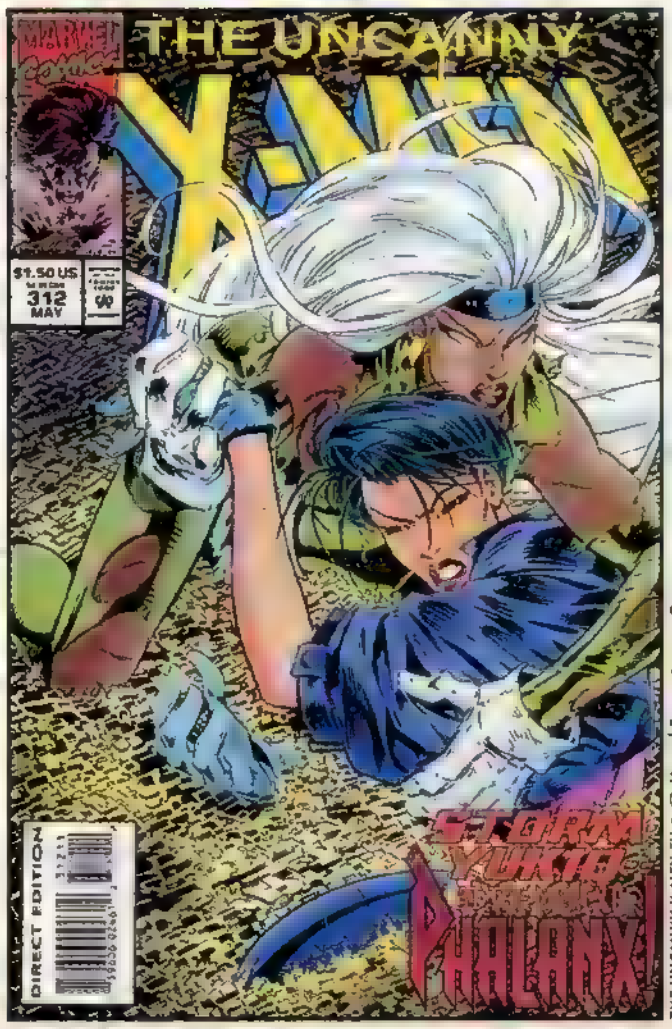
COMIC watch



THE UNCANNY X-MEN ™ & © Marvel Entertainment Group

The Uncanny X-Men #312

Writer: *Scott Lobdell*
Artists: *Joe Madureira, Dan Green, and Harry Candelario*
Publisher: *Marvel Comics*
Release date: *May 1994*

A recent X-book, you say? *Uncanny X-Men* #312, something that's definitely accessible to the average fan, is a watchable book? *Es la verdad*, and it's not because of the return of Storm's uninhibited, fun-lovin' pal Yukio. Nor is it due to the early, fearsome Phalanx appearance here. In actuality, artist Joe Madureira, who is quickly becoming a shining star in the comic industry, officially entered the well-populated X-world with this issue. His star will undoubtedly burn brighter as he's slated to redesign the mutants' costumes in an upcoming issue of *Uncanny X-Men*.

Madureira came to the X-family after drawing the acclaimed '93 *Deadpool* mini-series, and then began his stint as semi-regular *Uncanny* penciler with #312, depicting Storm and Yukio's "romp" through New York City where they went up against the merciless techno-organic entity. Just as he perfectly captured the motions and emotions of the duo—and a different-looking Gambit—as they fought the Phalanx and tried to protect innocent civilians, this artist has successfully captured the favor of the world's many mutant fans with his work on this *Uncanny* issue, #313, #316-#317, onward into its time-flip counterpublication, *The Astonishing X-Men*, as well as soon becoming the regular penciler on *Uncanny X-Men*.

Take our word for it that this should become a hot back X-issue, along with the knowledge that you'll be gettin' a cool story—what more encouragement do you need? ☆

good & cheap

by Mike Searle

MARVEL TEAM-UP ™ & © Marvel Entertainment Group

Marvel Team-Up #65-#66

Writer: *Chris Claremont*
Artists: *John Byrne & Dave Hunt*
Current Total Value: $9.50

I miss the grand ol' days of *Marvel Team-Up*, when Spidey joined forces with a different hero every issue, and every guest star meant a new adventure. Ah, nostalgia...(Wait, what am I thinking? Have I gone completely daft and forgotten about all those dang crossovers nowadays?!)

Well, a lot of those *Team-Ups* were just plain old fun, and I'd put *Marvel Team-Up* #65-#66 among the tops. You've got the origins of Captain Britain (of *Excalibur* fame, donning his best costume to date!) and the maniacal Arcade; plus, you're treated to the first appearance of Murderworld, a free-for-all of giant pinball machines, robotic cowboys, killer war planes, and more deadly gas than the tailend of your average chili-fest!

Fans of the X-Men will recognize Murderworld as a thorn in their side for a long time, but if you really want to see where it all began, these are the issues to pick up. Hey, and while you're at it, you'll have a blast reading through those wild '70s ads! ☆

PICKS
FROM THE WIZARD'S HAT

HERE'S A LISTING OF THE HOTTEST BOOKS, AS SELECTED BY THE *WIZARD* STAFF, SHIPPING IN MAY!

X-Men: Prime #1

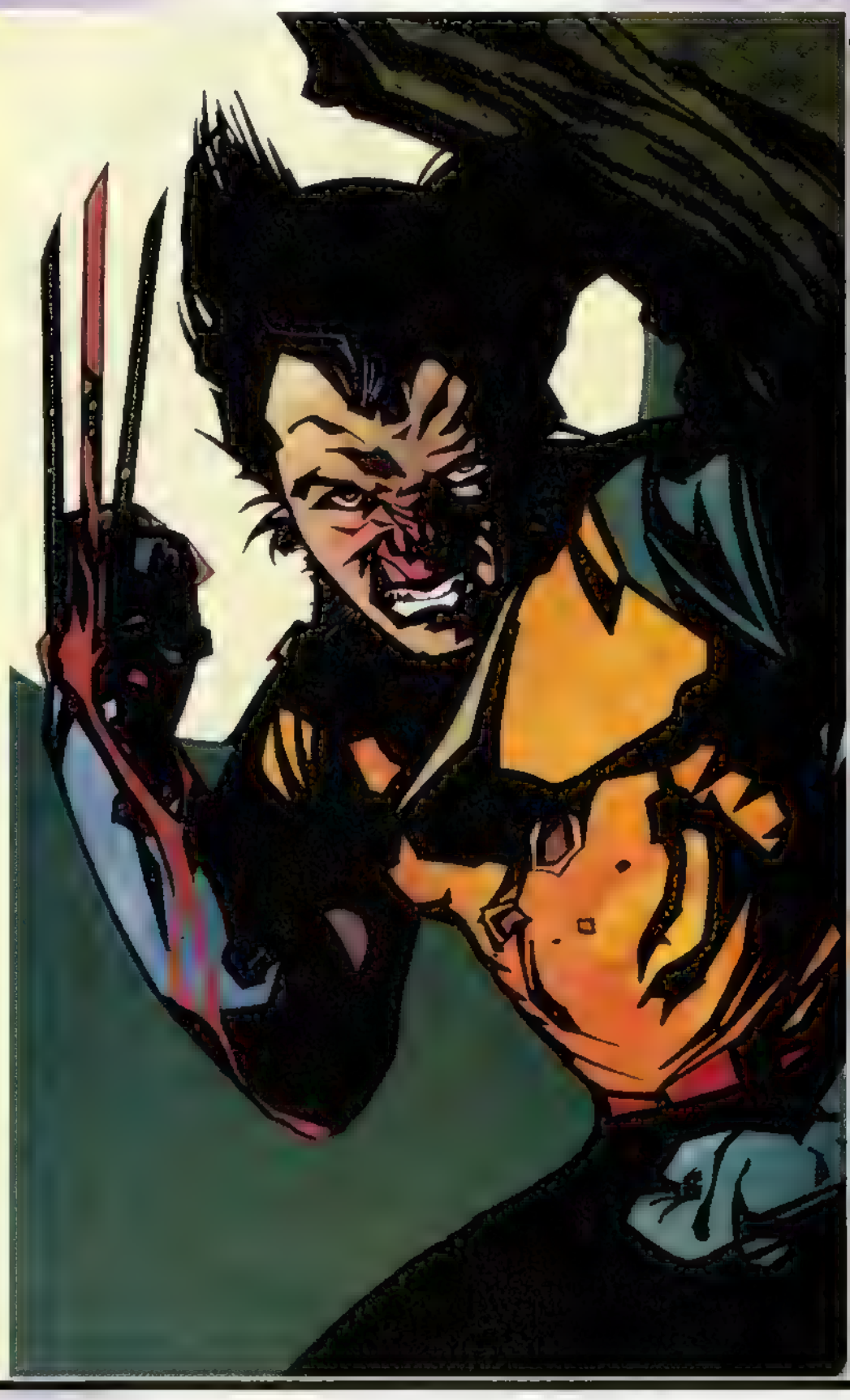
Writers: ***Scott Lobdell & Fabian Nicieza***
Artiss: ***Various***
Release Date: ***May***
Cover Price: ***$4.95***

MARVEL This special issue returns the X-Men from their four-month excursion into another reality—the timeflip reality created when Professor Xavier was prevented from forming his mutant team 20 years in the past. "The story picks up two weeks after the Age of Apocalypse ends," explains assistant editor Ben Raab. "It gives readers a chance to see what repercussions will linger from that story's events, and introduces new subplots for each ongoing title."

Some events, like Wolverine and Sabretooth's ultimate battle from the pre-timeflip *Wolverine* #90, will affect the new continuity immediately. Others will only begin to reveal their full impact. Also thrown into the mix are four mysterious characters, who make the transition from the other reality and promise to have a major effect on upcoming plotlines. "These characters will not only have an impact on the X-Men's future, but we will discover that they've had an impact on the past as well," Raab says enigmatically.

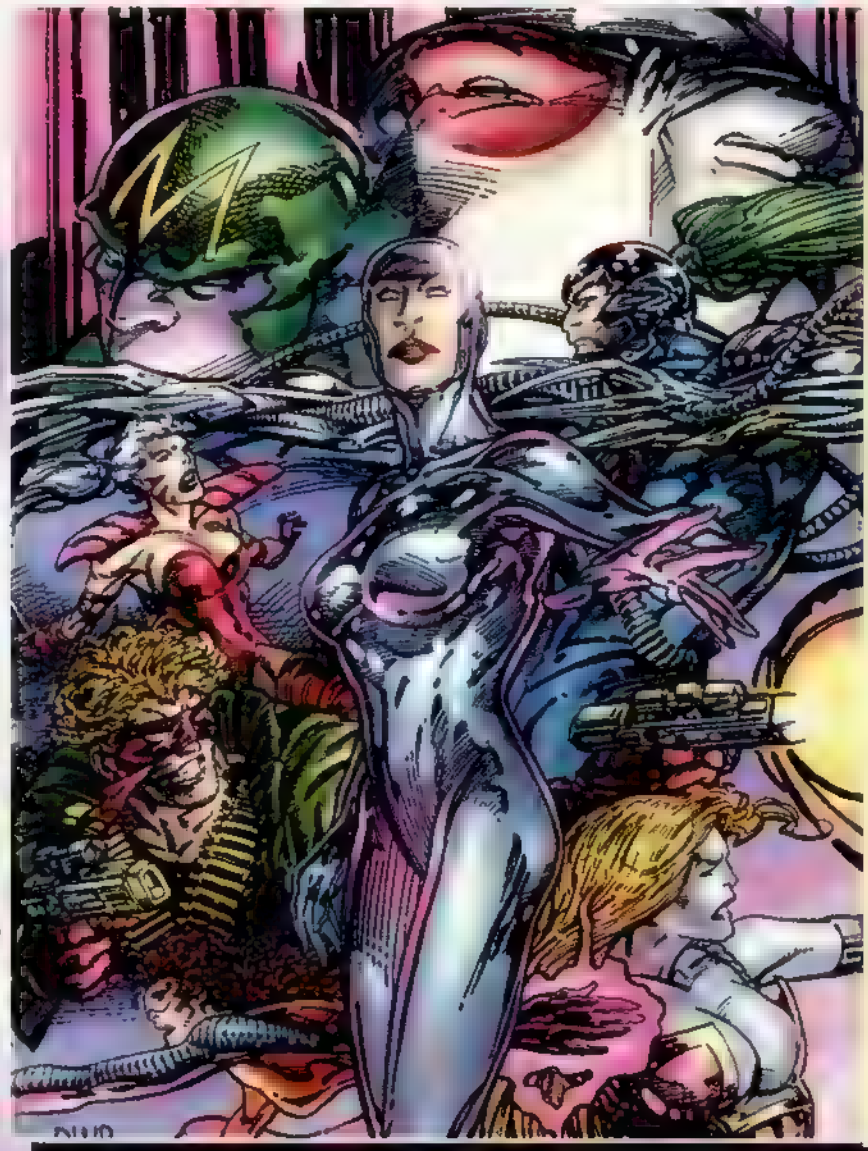
This issue makes a good jumping-on point for comics fans who somehow were unaware (as if that were possible) of the big brouhaha running through the X-books for the last few months. "It establishes the foundation and sets storylines in motion for all the books." To emphasize that, a variety of X-artists will handle separate subplots on various pages; included are Bryan Hitch, Gary Frank, Mike McKone, Jeff Matsuda, Ben Herrara, Terry Dodson, and Paul Pelletier. "That approach offers a sense of continuity with the individual books and helps reinforce the subplots that tie into the separate titles," Raab explains.

With that much talent under one cover, you just knew it would expand to 48 pages and feature a refractive chromium cover, didn't you? That combination is bound to garner plenty of attention for the relaunch of the X-Universe. —Craig Shutt



X Men ™ & © Marvel Entertainment Group

WildStorm Rising Crossover



All characters shown ™ & © Aegis Entertainment Inc. DBA WildStorm Productions

Writers: ***Lotsa folks***
Artists: ***Lots more***
Release Date: ***May***
Cover Price: ***$2.50 (Direct Market ed.'s)***
$1.95 (Newsstand ed.'s)

IMAGE Jim Lee wanted a cool way to celebrate the fifth anniversary of the founding of his studio, so he cooked up a tasty delicacy for fans: "WildStorm Rising," running through 11 books this month. The plot focuses on three keys to a Daemonite mothership, which has been lost for centuries. Two Daemonite Lords—Defile and Hightower—both have their nefarious minds set on grabbing the key, for whoever captures all three keys gains control of the ship and its untold power—and each Daemonite intends to manipulate a few heroes into helping gain that power!

The story's prologue appears in *Team 7—Objective: Hell* #1, the first part of a three-part mini-series written by Chuck Dixon. It takes off with *WildStorm Rising* #1, one of two bookends for the cross-over. Then it winds through (in order) *WildC.A.T.s* #20, *Union* #4, *Gen*[13] #2, *Grifter* #1, *Deathblow* #16, *WetWorks* #8, *Backlash* #8, and *StormWatch* #22, and wraps up in *WildStorm Rising* #10, which is the tenth issue in the cross-over. Each direct market issue contains two trading cards, a unique one and one selected randomly from this month's WildStorm Gallery set.

James Robinson writes *WildStorm Rising* #1 and the next two chapters, *Gen*[13]'s creative team handles their part, Steven Seagle co-writes the next three, and Ron Marz handles the final trio. —CS

Superman vs. Aliens #1 (of 3)

Writer: ***Dan Jurgens***
Artists: ***Dan Jurgens & Kevin Nowlan***
Release Date: ***May***
Cover Price: ***$4.95***

DARK HORSE & DC "I've always thought the idea of a domed city flying through space was cool," explains writer-penciler Dan Jurgens. That's where the central action takes place in this three-part monthly adventure. A Kryptonian-like space probe leads Kal-El to a domed city called Argo that separated from the dying planet. Now the city's in distress as its natural resources run dry. When Kal's spaceship lands, he meets a 15-year-old girl named Kara, who...

Wait a minute! Wasn't the original (pre-Crisis) Supergirl really Kara of Argo City? "It's such an obvious take-off on that myth that I decided to play with it," Jurgens agrees. Superman also finds that not only are things more dire than the probe revealed, but the city is overrun with Aliens—who are chomping at the bit to tackle a fresh Kryptonian weakened by a lack of solar power.

"I'm really proud of this project," Jurgens says. "[Inker] Kevin Nowlan, [colorist] Greg Wright, and I have created an atmosphere that's entirely different from the monthly books. The fun part for me has been drawing these slimy, dark, ugly, grotesque monsters who contrast with Superman."

Will Kara of Argo turn up again? "In team-ups like this, I don't think you should do inconsequential stories," Jurgens says cagily. "This story definitely takes place in continuity." —CS

Superman ™ & © DC Comics Aliens ™ & © Twentieth Century Fox

The Sandman #69

Sandman ™ & © DC Comics

Writer: ***Neil Gaiman***
Artist: ***Marc Hempel***
Release Date: ***May***
Cover Price: ***$2.50***

VERTIGO/DC Let's face it, if you haven't picked up *The Sandman* before, you probably aren't going to start here. But if you've ever peeked in on the world of the Dreaming, you might want to check out how Neil Gaiman bids it adieu.

"This is where it all ends," states Karen Berger, executive editor for DC's Vertigo line. "This is the end of something that Neil has been building to for a long time. This has been a landmark series for years, and this is its final moments." In this final chapter of "The Kindly Ones," a number of ongoing stories wrap up in preparation for (brace yourself) the end of the title in six months.

The issue will be followed by a three-part story illustrated by Michael Zulli, called "The Wake." That will lead to three single-issue stories, finishing with "The Tempest," double-sized #75 by Charles Vess. Then the curtain rings down.

But fear not. A second Death mini-series begins the next month by Gaiman and Chris Bachalo, called *Death: The Time of Your Life*. That will be followed shortly by *The Dreaming*, an ongoing monthly series featuring the Sandman's supporting cast (with Gaiman acting as creative consultant). "The series is a spin-off, not a continuation," Berger stresses. "But the atmosphere of *The Sandman* will live on." —CS

UltraForce #8

Writers: ***Hank Kanalz & Marv Wolfman***
Artists: ***George Pérez & Keith Aiken***
Release Date: ***May***
Cover Price: ***$2.50***

MALIBU Remember back in *Avengers* #375, more than a year ago, when the Black Knight stepped into that mysterious green breach with Sersi, and seemingly disappeared from the face of the Earth? Well, all you Marvel fans can stop looking under your sofa cushions now. It turns out he landed in the middle of Malibu's Ultraverse, and his timing couldn't have been worse.

"The Black Knight steps out of the green breach right into the middle of an UltraForce adventure," explains writer Hank Kanalz. "Since he's got no way to return to the Marvel Universe, he sees UltraForce as his best bet for finding a way back. So he joins them." His presence sets the stage for the major Avengers-UltraForce crossover that's coming our way in August.

As if that wasn't enough to qualify this book to be picked from the Hat, the Ultraverse's new ultra-bad girl Siren worms her way into the group, too. Fresh from her debut in *Eliminator* #1, which is also out this month, Siren joins the team "under circumstances that are not 100-percent true," Kanalz reveals. "She deceives some of them into letting her join." The team members won't know the real deal, but readers will, so they can watch the teammates' varying reactions to having this babelicious vixen in their midst. —CS

Black Knight ™ & © Marvel Entertainment Group. ULTRAFORCE ™ & © Malibu Comics Entertainment

MORE PICKS

The following pages list the peachiest titles shipping in May, as selected and written by the *Wizard* staff. Books marked with a check ✓ sign are comics that should not be overlooked on the often-stuffed comic shelf.

AQUAMAN #10

DC COMICS Now that their king's dead, things ain't lookin' too good for those fish people down in Atlantis. But fear not, piscitorians, for Aquaman's son, Koryak, can bring everyone together in this time of crisis. While that's going on, the big fish guy himself goes fist-to-fist with the guest-starring Green Lantern over some environmental issue. Hmm, let's see, a fight between a guy who has a ring that can do just about anything he thinks of and a guy who can talk to salmon and has one hand. Wonder if there'll be an issue #11. By Peter David, Jim Calafiore, and Howard Shum. **$1.75**

BADROCK #3

IMAGE Aunt Petunia's other favorite nephew confronts the Overlord and the Mafioso in order to save his dad's life. What a good bubbala. By Rob Liefeld and Eric Stephenson. And ifs ya's wants some more Badrock, check out *Violator/Badrock* #1 (of 4), where the sick clown-faced freak takes on our favorite Youngblood schmoe. By Alan Moore, Brian Denham, and Jonathan Sibal. **$1.75—*BADROCK*; $2.50—*VIOLATOR/BADROCK***

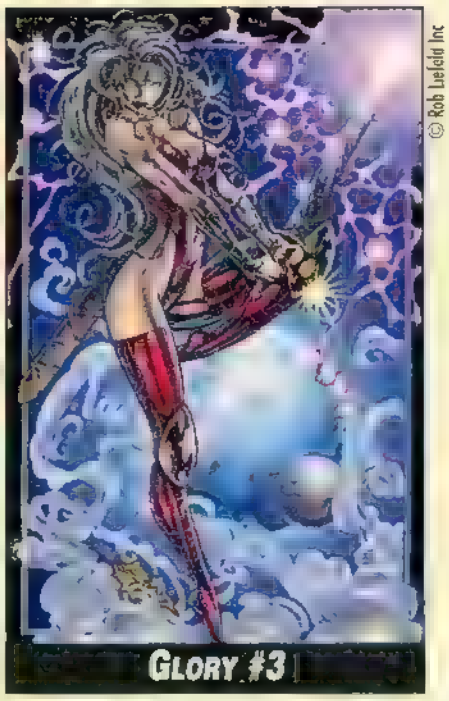
BATMAN BOOKS

DC COMICS In *Batman* #520, it seems ol' Jim Gordon's in worse trouble than usual, now that he's getting reprimanded by his wife, Sarah, who just happens to be the new police commissioner of Gotham! Then skulk over to *Batman: Shadow of the Bat* #40, where Anarky turns to Batman for help, after he learns that one o' them prophet-of-doom-types is bent on following some apocalyptic prophecy in Gotham. And for you lunar lovers, pick up *Batman: Legends of the Dark Knight* #73, for "Werewolf," Part 3 (of 3). While Batman's sniffing around for the killer in the wrong places, the true werewolf continues his reign of blood! And to satiate your Bat-thirst, *Detective Comics* #687 sees the Caped Crusader hobnobbing it with the rich an' famous as he tries to stop some surly pirates from raiding a bunch of yachts and stuff. **$1.95 EACH**

AQUAMAN #10

CYBERFORCE #14

ETERNAL WARRIOR #40



GLORY #3

CURSE OF RUNE #1

MALIBU In the first issue of his new series, Rune goes around cursing everyone in the comic industry. No one is safe from the energy vampire's wrath as he spews expletive after expletive at Marvel, DC, Image, and yes, even Malibu. Plus, Rune's now got Adam Warlock's Soul Gem and the copy of *Penthouse* with Madonna in it, and just wait until ya see what he does with 'em. By Chris Ulm and Kyle Hotz. **$2.50**

CYBERFORCE #14

IMAGE Aaaaahhh!!! Cyberforce is STILL trying to deal with the truth behind their cybernetic implants as they battle Cyberdata's newest weapon, T.I.M.M.I.E.??? Will these guys ever get past this? Seems like they're stuck in one of those mobius strips! By Eric and Marc Silvestri, and Anthony Winn. **$2.25**

ETERNAL WARRIOR #39-#40

ACCLAIM The Warrior practically coughs up a lung in this storyline when he goes up against a bunch of body thieves. You know, those sickos who go around stealin' people just to get their internal organs! *Wizard* educational note of the day: your skin is the largest organ in your body! By John Ostrander, Jackson Guice, and Randy Elliott. **$2.50**

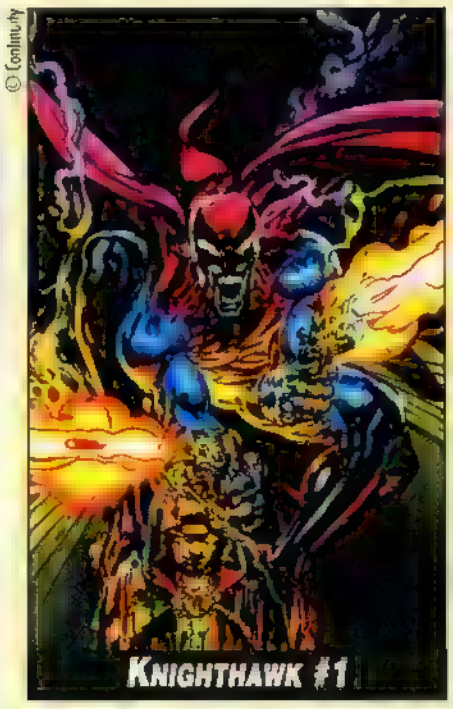
FLASH #103

DC COMICS Women! Ya think ya know 'em, and then from out of nowhere comes some horrible, supernatural force from a secret part of their past! Well, that's just what Wally's gotta deal with this issue when he tries to find his main squeeze, Linda Park. By Mark Waid, Michael Jan Friedman, Roger Robinson, and Jose Marzan Jr. **$1.75**

✓ GENERATION X #5

MARVEL The Kids are back! Though they never really left, did they? They were just sort of...er...different, yeah, that's it. Anyways, this month you'll meet two new mutants (get it?). As to whether they're friends or foes, well, you'll just have to read the issue yourself! By Scott Lobdell, Chris Bachalo, and Mark Buckingham. Bachalo says of the issue, "We're going to explore a little bit more of the characters now that we're back in the real world. We intro-

MORE PICKS



KNIGHTHAWK #1

LADY DEATH: BHAH #3

duce a couple of characters that I believe were in *X-Force* before (subtle hint). Another thing we wanted to do was get away from the Massachusetts Academy for an issue or two. So we brought a small portion of the group to New York. They get to taste a little bit of New York's style of living. And we have a little cameo—a very brief cameo—by a very famous superhero who's been around for a real long time and resides in New York City." **$1.95**

✓ GHOST #2

DARK HORSE "Arcadia Nocturne," Part 2 (of 3). Ghost searches for more clues to her past life by bringing in King Tiger, who gives her some answers that she probably doesn't want to hear. Yep, you guessed it. She was Bea Arthur in a former life. By Eric Luke, Adam Hughes, and Mark Farmer. Luke says, "Generally, I'm having Ghost go up against some of the darker things in society that women have to face. I'm going to have Ghost get into darker and darker things as the series goes on—as she gets closer to the source of the mystery and the rage. What I'm trying to do is sort of reveal things like peeling away the layers of an onion, where each layer reveals that what you thought was true before, is not true." Neat. **$2.50**

GLORY #3

IMAGE "Tell me who/WHO!/Who wrote the book of demonic love spells?" Well, regardless of who wrote it, it's back and it's causing trouble for our leadin' lady, Glory. Plus, check out Rumble and Vandal (who?), who both make an appearance right here. By Jo Duffy and Mike Deodato Jr. **$2.50**

GREEN LANTERN #64

DC COMICS "Parallax View: The Resurrection of Hal Jordan," Part 2 (of 2). D'oh! Looks like our buddy Kyle didn't quite hold up his own against Hal. And now there's no one to stop Parallax from going right for Ganthet! Well, no one, that is, unless ya count Superman, Aquaman, Hawkman, Green Arrow, the Flash, and more! The Battle Royale Supremo is brought to ya by Ron Marz, Darryl Banks, and Romeo Tanghal. (Go get 'em, Hal.) **$1.75**

GRENDEL TALES: DEVIL'S CHOICES #3 (OF 4)

DARK HORSE Goran and Marica spend an enchanted evening together, yet when they wake up in the mornin', it seems that his clan killed hers. So, what's their next course of action, kiddies? Bloodshed? That's right, Marica gets a bit stricken with grief and goes straight for Goran's jugular! Great stuff from Darko Macan and Edvin Biukovic. You mature types will really enjoy this one. **$2.95**

✓ THE INCREDIBLE HULK #431

MARVEL If you thought the sewers in New York City were abominable before, just wait till ya see what's down there now! There's like, giant alligators, Sludge, that Sewer Urchin guy from the Tick, Morlocks, them C.H.U.D. guys, and...the Abomination. Plenty o' rockem-sockem action from Peter David, Liam Sharp, and Robin Riggs. David says of the issue, "That's the first of a two-parter that sends the Hulk after the Abomination. He finds himself in a position where he's trying to decide whether he should be battling the Abomination or serving as an ally to him. But if he does so—and puts it all on the line for the Abomination—he risks not only blowing his cover, but any chance he has at any sort of normal life that he promised Betty." **$1.95**

KNIGHTHAWK #1-#2 (OF 6)

ACCLAIM This new mini-series tells the story of Knighthawk, the Protector—a guy with big red wings and some pretty sharp claws. Oh yeah, there's also this nasty li'l bad guy called Nemo, formally of Slumberland. By Neal Adams, Peter Stone, Ernesto Infante, and Rudy Nebres. **$2.50 EACH**

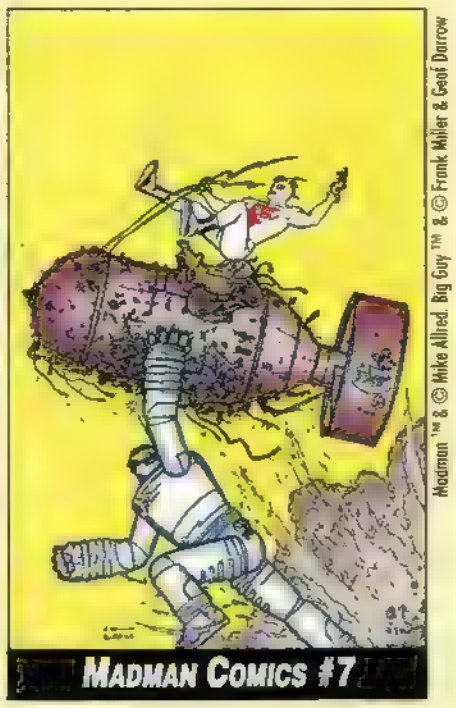
LADY DEATH: BETWEEN HEAVEN & HELL #3 (OF 4)

CHAOS! COMICS It's a ringside seat in Hell as Lady Death and Purgatori launch one last attack in the River Styx! But the truth about that weasel Purgatori is discovered when she attempts to get Lucifer's essence straight from Lady Death herself. By Brian Pulido, Steven Hughes, and Jason Jensen. **$2.75**

THE LONG HOT SUMMER #1 (OF 3)

MILESTONE/DC Turn the sprinklers on and get out the lemonade, 'cause winter's over and here comes summer! Milestone's summer-long crossover begins right here, with a new governor in Dakota as well as the building of a Utopia theme park which

THE LONG HOT SUMMER



MADMAN COMICS #7

EVOLVE OR DIE

Price guide for *Magic*, *Star Trek*, *Illuminati*, *Spellfire*, and more.
Tips on building killer decks. Creator interviews.
And more of what makes *InQuest* the new name in gaming magazines.

WIZARD PRESENTS

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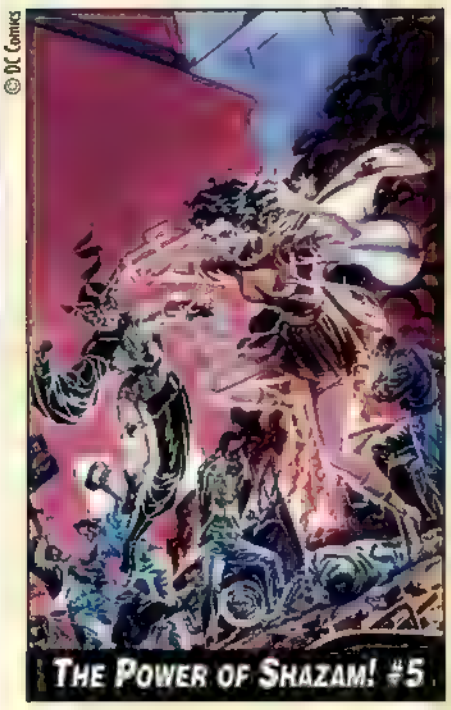
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THE POWER OF SHAZAM! #5

© Chris Claremont
SOVEREIGN SEVEN #1

forces a lot of people out of their homes and into the new Lake James Vista projects. Follow the excitement in all the Milestone books—*Hardware* #29, *Icon* #27, *Xombi* #14, *Blood Syndicate* #28, *Shadow Cabinet* #14, *Kobalt* #14, and *Static* #25. By D.G. Chichester, Denys Cowan, and Prentis Rollins. **$2.95**

✓ MADMAN COMICS #7

DARK HORSE The wackiest team-up this side of Hulk Hogan and Christopher Lloyd continues, as Madman and the Big Guy try to get Dr. Boiffard and his freakin' huge head into safety. What makes this crossover even cooler than it possibly could be is that Frank Miller's writing the dialogue for the Big Guy, and Geof Darrow's splashin' the Big Guy all over the front and back covers of this baby! By Mike Allred and Frank Miller. Allred says, "Just this last weekend, I saw the complete two issues of the Big Guy and Rusty the Boy Robot, and I'm telling you, the first issue is incredible, but the second issue is easily the most amazing comic book I've ever seen in my life. That's not hype. You can imagine how thrilled I am that the Big Guy's making his official debut in my comic book." **$2.95**

✓ THE POWER OF SHAZAM! #5

DC COMICS First the talkin' Mr. Tawny's back, and now Mary Marvel! Whoo-hoo! Could things possibly get any better? Well, they certainly won't for Black Adam, the guy who offed Mary's parents, 'cause now she's back for revenge! Plenty of lightning bolts and flying people courtesy of Jerry Ordway, Peter Krause, and Mike Manley. According to Ordway, "The way I was looking at that issue was kind of a Mary-fights-alone kind of thing, because Captain Marvel is actually out of Fawcett City and she just goes off on her first solo adventure. There's a lot of elements from the old continuity, and old characters keep popping up issue by issue. I'm actually trying to find out what characters DC has legal claim to from the old Fawcett days, because once my brain starts working on these things, I can't let them go." Can't wait for that li'l worm guy to show up. **$1.75**

RIPCLAW #3

IMAGE Ripclaw and his fellow Cyberforce pals let bygones be bygones, as they team up with Cyberdata's S.H.O.C.s in order to stop a multitude of demons from taking over the Earth. Again. By Eric Silvestri, Brandon Peterson, and Al Vey. **$2.50**

ROBIN #18

DC COMICS Have you seen Robin in the *Batman Forever* movie preview yet? He looks awesome! Though he doesn't look too shabby here, either, in this consistently great book. Anyway, in this issue, Robin's gotta hunt down some freak who's blowing things up all over Gotham City. By Chuck Dixon and Mike Parobeck. **$1.95**

SOLAR, MAN OF THE ATOM #48-#49

ACCLAIM The "Brave New World" storyline continues with a special all-out "S" issue. Sentry learns the identity of Solar, Silver Sky finds out how incredibly strong Solar actually is, and Sin Buster sets his sights on snuffin' Solar, who sells seashells by the seashore. By Dan Jurgens and Dick Giordano. **$2.50 EACH**

SOVEREIGN SEVEN #1

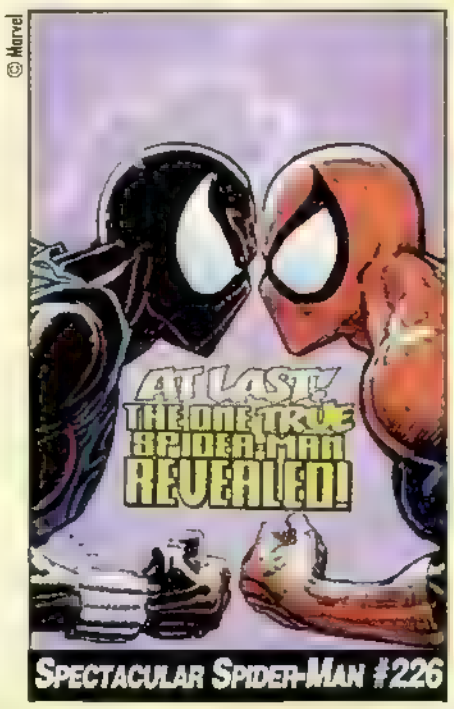
DC COMICS After a freak crop-dusting accident, Snow White's seven li'l dwarfish friends gain superpowers and explode! Also, Cascade, Reflex, Network, Rampart, Indigo, Cruiser, and Finale are superpowered refugees that suddenly find themselves smack-dab in the middle of the DC Universe, where they end up battling the Female Furies of Apokolips and even ol' Purple Puss himself! By Chris Claremont and Dwayne Turner. **$1.95**

SPAWN #32

IMAGE This month, Spawny-guy changes his underwear! Oh boy! It's about friggin' time, too! And while he's at it, ol' Scarface changes his costume as well! Following his vicious battle with the Redeemer, Spawn perms his hair and gets a permanent change in his ensemble that'll make him bigger and badder and tougher than ever before! By Todd McFarlane and Greg Capullo. **$1.95**

SPIDER-MAN BOOKS

MARVEL As if we weren't sick of murder trials already, *Web of Spider-Man* #126 starts "The Trial of Peter Parker," in which Peter goes looking for the only guy who can clear him of murder—Kaine. *Amazing Spider-Man* #403 continues "The Trial," with Ben Reilly stepping in for Peter, so that Spider-Man can head



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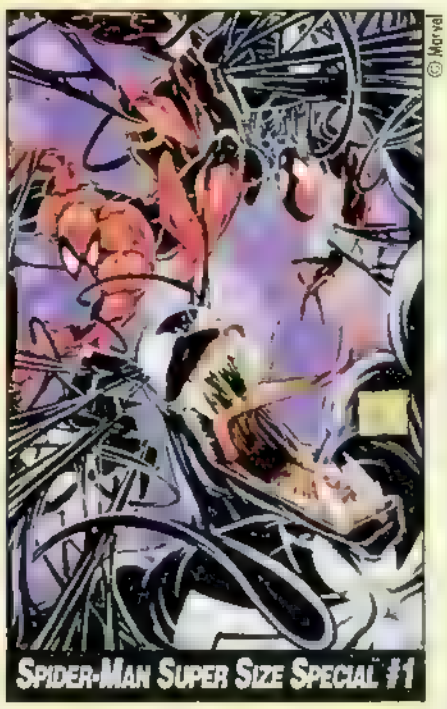
SPECTACULAR SPIDER-MAN #226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SPIDER-MAN SUPER SIZE SPECIAL #1

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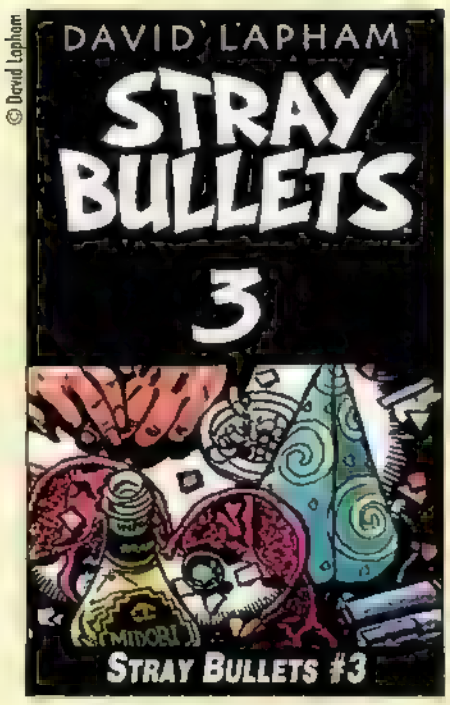
BAD BOYS, BAD BOYS, WHAT YA GONNA DO!

MORE PICKS

out to find the true murderer. Unfortunately, Spidey ends up bumpin' heads with that wacky guy Carnage. For Part 3 of "The Trial," check out *Spider-Man* #60. This issue, you'll finally find out the absolute gosh-darn-it truth about Kaine's origin! (He's either another freakin' Spidey Clone or Flash Thompson!) And for the conclusion to "The Trial of Peter Parker," swing by *Spectacular Spider-Man* #226. Not only will the *real* Peter Parker finally be revealed here, but we learn what Judge Ito wears, if anything, under that robe! And if you want even more Spidey fun in your life, pick up the *Spider-Man Super Size Special* #1. Venom's wounded symbiote costume sends out a distress signal which brings a whole fleet of alien symbiotes down for revenge! (What?) **$1.50—*WEB OF SPIDER-MAN, AMAZING SPIDER-MAN, SPECTACULAR SPIDER-MAN*; $1.95—*SPIDER-MAN*; $3.95—*SUPER SIZE SPECIAL***



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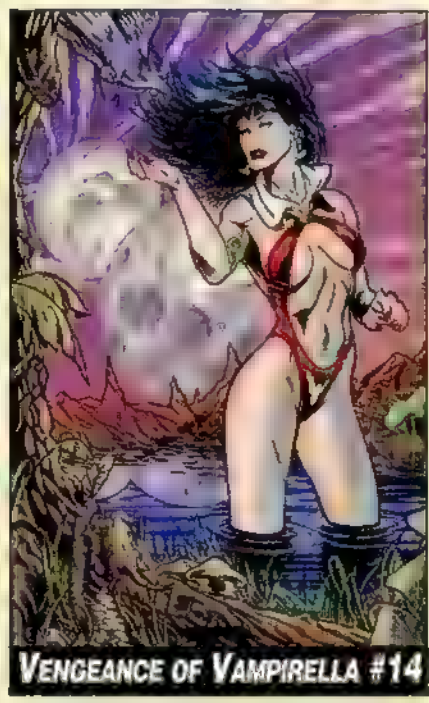
STRAY BULLETS #3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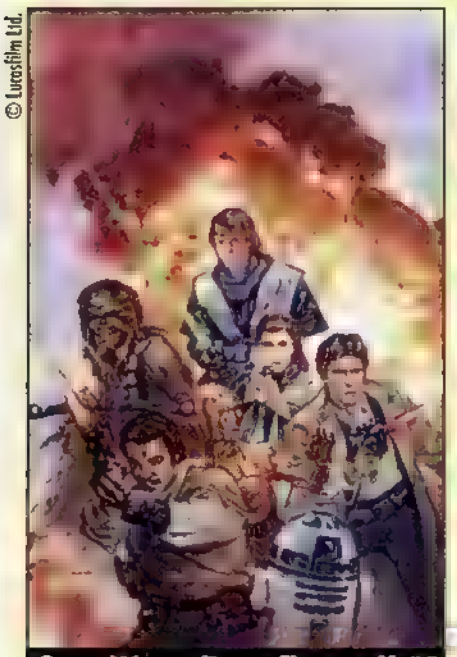
VENGEANCE OF VAMPIRELLA #14

STAR WARS BOOKS

DARK HORSE Over in *Star Wars: Droids* #2, R2D2 and C-3PO are stranded on Nar Shaddaa, probably the most dangerous place in the universe. But that's nothing, cause things get real bad when Jace Forno worms her way into a top security position and gets an itch to do away with some meddling droids! Then force yourself (Hah! Get it?) to read *Star Wars: Dark Empire II* #6 (of 6). Han, Leia, and their twins hide themselves on New Alderaan, but it seems the Emperor and an AT-AT battalion are hot on their trail! And for more space-faring fun, read *Star Wars: River of Chaos* #1 (of 4). By Louise Simonson, June Brigman, and Roy Richardson. A few months following the Death Star's destruction (Wahoo! Go, Rebels!), the Emperor sends a spy to M'Haeli to uncover Rebel activity. But what he doesn't realize is that a certain Princess (wonder which one) is hangin' around on M'Haeli. **$2.50—*DROIDS, RIVER OF CHAOS*; $2.95—*DARK EMPIRE II***

✓ STRAY BULLETS #3

EL CAPITÁN Forget big-muscled superheroes and all-out war. If you're looking for some pure fun, check out this issue where Led and Sonny, a pair of young punks who barely get by with their rent each month, run across a big load of cash. Do they invest it like good little children should? Heck, no, they PARTY!! But alas, the fun stops when Led actually...*shudder*...falls in love! By David Lapham, who says, "The first two issues were pretty grim and bloody. So, this issue sort of lightens things up a little bit and brings out the sex, drugs, and rock 'n' roll. You also finally start to see some of the larger picture and some of the characters and how they interweave with each other." **$2.95**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STAR WARS: DARK EMPIRE II #6

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STAR WARS: DROIDS #2

SUPERBOY #17

DC COMICS The littlest big guy around heads off to Vegas, gambles away all his money, witnesses a mob killing, then hides out in a convent and teaches all the other nuns to rock and boogie. Oh, wait, wrong movie. This ish sees the kid search for Roxy Leech, but it seems Ms. Leech just doesn't wanna be found. By Karl Kesel, Tom Grummett, and Doug Hazlewood. **$1.95**

SUPERMAN BOOKS

DC COMICS "The Death of Clark Kent" concludes this month in *Action Comics* #711. Supes finally takes care of the villain behind Clark Kent's utter destruction, but it may prove to be a hollow victory, unless he can save Jimmy, Lois, and his folks in time! After you've caught your breath from that one, go pick up *Superman: The Man of Steel* #46. Shadowdragon attempts to help Supes get back to Metropolis, but considering everything that's happened lately, that just may not be too good an idea. Keep an eye out for the Big "S" in *Superman* #102, although you won't find him in Metropolis. What you will find is a certain Big Red Cheese guest-starring in this issue, as well as the kidnapping of a deteriorating Lex Luthor from S.T.A.R. Labs. (Five bucks says a second Lex Luthor clone, the Scarlet Luthor, did it!) And rounding out this month's Superman smorgasbord is *Adventures of Superman* #525. The Man of Steel bumps into someone he never thought he'd see again, who convinces him that Superman is still needed by the rest of the world. **$1.95 EACH**

VENGEANCE OF VAMPIRELLA #14

HARRIS Take the "Mystery Walk" with Vampi! This issue starts a new six-part storyline in the heroine's life, as she begins to uncover the truth behind her mysterious origin. By Tom Sniegoski, Kevin Sharpe, and Caesar. **$2.95**

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MORE PICKS

The Visitor #8-#9

ACCLAIM What is this, "Heroes Unmasked Month"? It seems there's like a dozen characters revealing their identities. So join the fun—go put on a mask and then take it off in front of your friends! Anyways, the Harbinger reveals his identity (ten bucks says he used to be the singer for The Police) following his battle with the Visitor. Also, some pyro-freak named Flamingo (who's also mighty pur-ty) shows up just in time to pay tribute to the Visitor. By Kevin VanHook and John Ross. **$2.50 EACH**

Weapon Zero #T-Minus-4

IMAGE So, you believe everything you see on TV or read in the papers? Well, you've been duped! Nothing is real (except for what you read in *Wizard*, of course). Those astronauts who landed on the moon almost 30 years ago saw some pretty scary things that they never told us about. This mini-series tackles a whole wad o' conspiracies that tie into the Cyberforce universe. By Walter Simonson, Joe Benitez, and Batt. **$2.50**

Wonder Woman #100

DC COMICS Hey, Happy Birthday, Wondie! The Amazon Princess celebrates her centennial in typical bloody fashion. The White Magician, hopped up on a ludicrous amount of power, thanks to some demon (There's those pesky demons again!), takes out Artemis (the new WW), leaving her for dead. And then there's poor Diana, who's easily no match for the Magician...or is she? This issue decides once and for all who should be the one true Wonder Woman! By William Messner-Loebs and Mike Deodato Jr. **$3.95—DELUXE EDITION; $2.95—REGULAR EDITION**

✓ X #15

DARK HORSE It's the high-falootin' conclusion to "The War for Arcadia." Get yer scorecard ready, 'cause it's an all-out major battle between Carmine and the mob, Diana Goretti and her followers, the Judgment Knights, the cops, the citizens of Arcadia, and of course, a certain guy called X. By Steven Grant and Javier Saltares. Grant says of this ish, "It all comes down. You find out what X has been after all this time, because he gets it. Anything that you've ever wondered about X's motives is revealed in this issue. And he's got amazingly simple motives that no one has yet guessed. It's the final confrontation between basically him and everybody." Should be cool. **$2.50**

X #15

X-O Manowar #49

X-Files #5

TOPPS "Firebird," Part 2 (of 3). That wacky Firebird is loose in New Mexico, using its power to stave off any and every attack from the soldiers hunting it down to discover the secret to its powers. Unfortunately, Scully, Mulder, and some shaman named Khobka (How the hell do you pronounce that?) are the only ones who know the secret of Firebird, yet they're on the run themselves from the pesky inner government. By Stefan Petrucha and Charles Adlard. **$2.50**

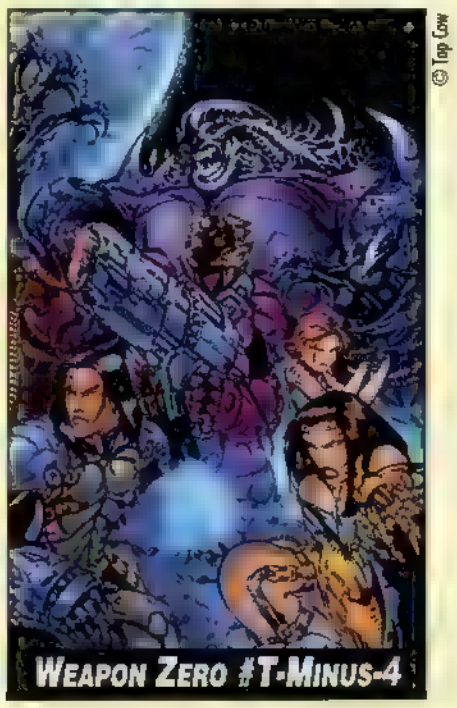
X-Men Books

MARVEL For all you continuity nuts out there, the X-freaks are back in their own flipped-out universe. In *Uncanny X-Men* #322 Iceman and Rogue run from a terrible secret of Gambit's. "But, *mon petit*, it's true. None of ze past few months has ever happened! *C'est la vie.*" Over in *X-Men* #42, things really heat up when some wacky villain from the timeflip universe jumps aboard Avalon, which can only mean some big problems are in store for Magneto and Colossus. **$1.95 EACH**

✓ X-O Manowar #48-#49

ACCLAIM Turok tries to bring Aric out of the dumps, but only succeeds in making things worse. Also, Paul's spirit begins to show up once again within the X-O armor, and Aric no longer has any control over the Good Skin! ("Armor...filling with...urine. Please, Good Skin...open...faceplate.") Things just don't look good for our resident barbarian. By Ron Marz, Bart Sears, Andy Smith, and Ray Kryssing. Marz says, "Issue #48 serves as an epilogue to the four-part story when Bart, Andy, and I came on the book [#44-#47], and it's a very meditative and reflective kind of issue. It's an unusual issue, in that there's really very little action, as X-O deals with the tragedies that befell him in the previous issues. Issue #49 kind of starts the next chapter of X-O's life. And a character from X-O's past will actually come to the forefront and take over the armor from him." **$2.50 EACH**

The Visitor #8



Weapon Zero #T-Minus-4

Wizard Online

THE COMIC BOOK UNIVERSE IS ABOUT TO ENTER CYBERSPACE

Yeah, we've been following this computer **ONLINE STUFF** for quite a while now. You know—trying to figure out if we should put *WIZARD* online or not. So we figured, **"WHAT THE HELL?"** and took the plunge. Starting this May, you'll be able to read *Wizard* via **AMERICA ONLINE.** That's right, we're officially in **CYBER-SPACE** (scary thought, eh?). You'll get all that **GROOVY** stuff you expect out of *Wizard* plus a whole bunch of stuff you've never seen before. What exactly? Beats the hell out of us, but **TRUST US**—it will **BLOW DOORS** off anything else you've ever seen in cyberspace. Promise.

Wizard World. Key word: Wizard.

Coming in late May. Plug in.

Stay tuned for ordering information.

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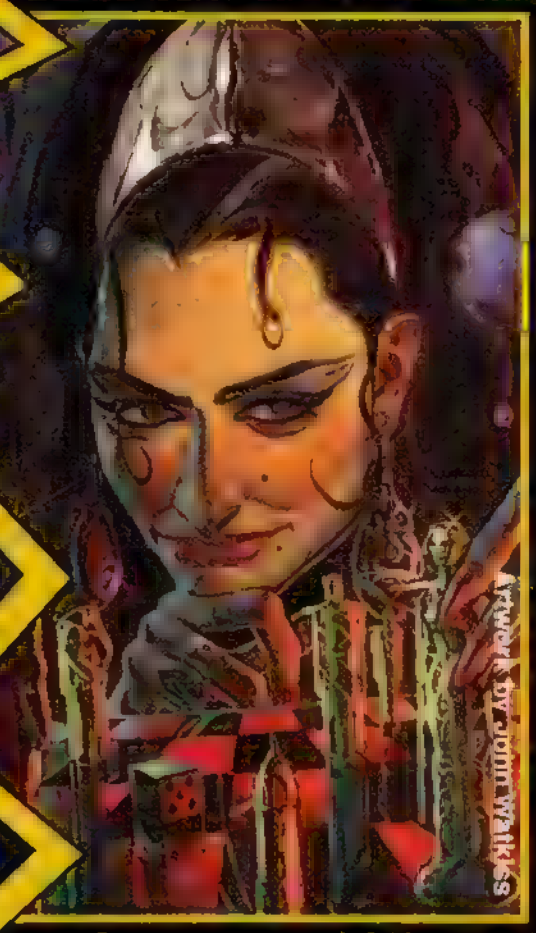

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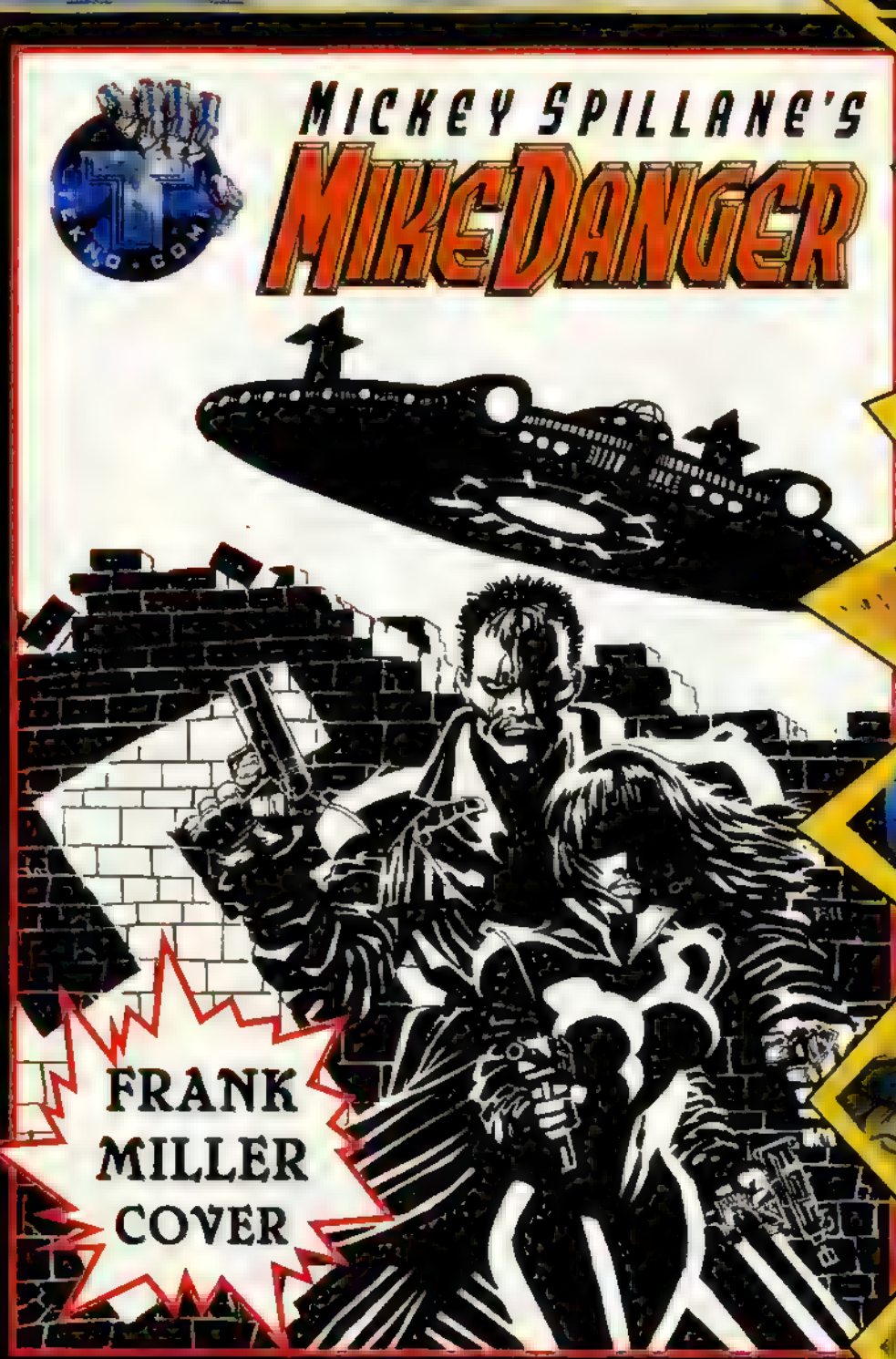
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Enter Mike Danger, the legendary private eye from the 1950s. Forced into a hibernation chamber, declared missing and assumed dead, Danger has been revived after a 100-year slumber. Danger's 20th century individualism is initially embraced with nostalgia, but Danger is not the sentimental type, and is about to give the powers-that-be a lesson in 20th century crime fighting!

MICKEY SPILLANE'S MIKE DANGER™
Issue #1 will feature cover art by industry icon **FRANK MILLER!**

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Destroy The Dark!

Well, that's what supervillains do—destroy everything in sight. And it's your job to create the malevolent villain that will try to destroy August House's The Dark. But before we get inta all that, here's what you can win...

Grand Prize (One winner)

One winner (meaning everybody else is a loser) will have his or her homemade villain incorporated into an issue of *The Dark*, and watch as he/she/it kicks the crap out of our hero. On top of all those hijinks and fun, you'll also receive a framed rendition of your villain by *The Dark* artists Todd Lidstone, Kurt Hoff, and Alan Olson. Heck, we'll even get publisher Joseph Naftali to sign it so he doesn't feel left out. Top it off with a year-long subscription to *The Dark*, and boom, that's one powerful prize!

So what's this about creating a supervillain? See, what you've gotta do—and what we know you *can* do—is create a cool new villain to give The Dark a hard time. So, basing your vile creation on the info below, put together the most kick-ass villain imaginable. Anyway, here's the background info:

The villain should not be from The Dark's past, but from an alternate dimension. Dr. James Kwahu, a scientist working for Miss Runs (a.k.a. Futura), opens up a dimensional door in *The Dark* #6, shipping in July. When Dr. Kwahu opens the portal, a spirit named Nadsohym, who comes from the other dimension, enters his body, changing him into a being of great power, able to wield formidable magical energies. Demons from this other universe also come poring through, trying to hunt down and destroy both The Dark and the now-altered Dr. Kwahu. The villain you create must come from this dimension, and he's seeking the life spirit that joined with Dr. Kwahu. He is perhaps an old enemy of the Dark, or the leader of the extradimensional demons.

So that's the scoop about the villain we want you to create! Along with your art, which should be on a sheet of 8″ x 11 1/4″ unlined paper or posterboard, and can be in any medium—oils, crayon, line art, BBQ sauce, etc.—except for neon inks (which won't print), we suggest that you enclose a brief, 50-words-or-less description of your villain. This'll truly help us decide if your villain cuts the mustard!

WIZARD®

And once all that's outta the way, fill out the official Dark coupon below, adhere it somehow to the back of your bad guy art, and mail the whole thing off to:

The Dark Contest
c/o Wizard Press
PO Box 118
Congers, NY 10920-0118

This contest expires July 31, 1995, so stop playing Magic or whatever for two seconds and get to work!

AUGUST HOUSE

LEGAL TEXT, NOW WITH RIBOFLAVIN

No purchase necessary. Contest is open to anyone except employees of Wizard Press, August House, their immediate families, and whoever thought up those phone commercials where that old guy's on the phone, and his wife is in the background yelling, "Who's Margie?" and "I'm sick of the circles!" Those commercials totally suck and are annoying as hell. Print your name, date of birth, address, city, state, zip code, and telephone number with area code on the official entry form or a three-by-five-inch index card, and attach the form or card to the back of your art entry. To help the judges make their decision, please enclose a description, of 50 words or less, of your villain with your entry. Mail each entry to The Dark Contest, c/o Wizard Press, PO Box 118, Congers, NY 10920-0118. Enter as many times as you like. No mechanical reproductions will be accepted. All entries become the property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winner. No cash equivalent or substitute prize is offered. The prize will be awarded in the name of the contest winner and is not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. And the commercial with the guy from *My Favorite Martian* asking about calling people on Mars? Somebody gets paid for that idea? **All entries must be received at contest headquarters by July 31, 1995.** Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Wizard Press will select the winner based on the creativity, originality, and quality of the submitted artwork, and will also focus upon the creativity and originality of any character description the entrant provides. The judging will be conducted on August 1, 1995 by Wizard Press.

For the winner's name, available after August 18, 1995, send a stamped, self-addressed envelope to The Dark Winner, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just keep watching *Wizard* and *The Dark*!

All The Dark characters and August House logo ™ & © Joseph Nofioli

THE DARK CONTEST

ENTRIES DUE BY JULY 31, 1995!

NAME

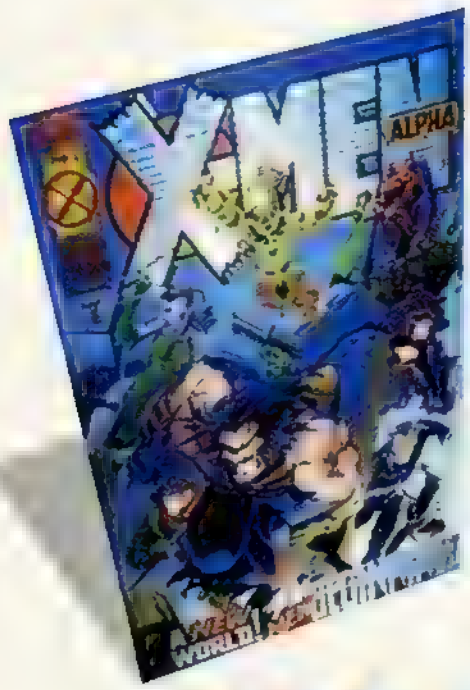
HOME ADDRESS

CITY STATE ZIP

PHONE DATE OF BIRTH

TOP TEN COMICS

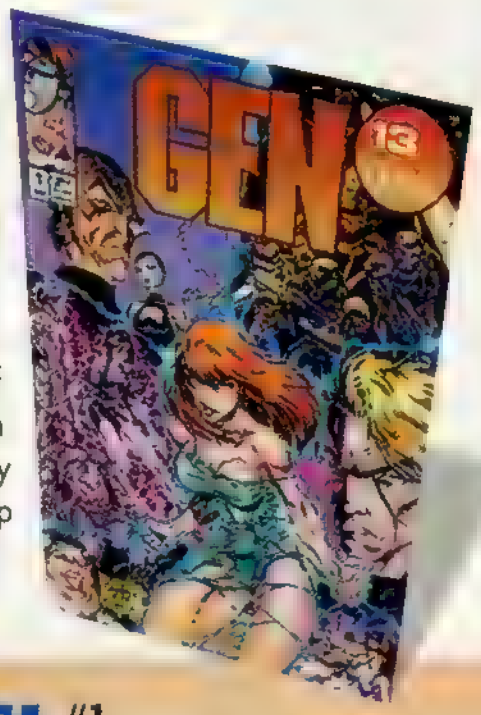
***Wizard*, by staying in touch with hundreds of retailers throughout the country, keeps a close eye on the country's hottest back issues. Here are this month's hottest back issues.**



1. X-MEN: ALPHA #1

WRITERS: Scott Lobdell and Mark Waid ARTISTS: Roger Cruz and Tim Townsend

Hel-lo! Jumping five spots from the last Top Ten (that'd be *Wizard* #44; #45's Top Ten was wacky), Marvel's premier (and if you ask us, just gosh-darned underused) superteam gives the Gen[13] kids a flying headscissors to take 'em outta the top spot. So what makes this book hotter than Pam Anderson in a no-piece swimsuit? Three things. One: the word X-Men is on the cover. Two: it has a #1 on the cover. Three: it's pretty friggin' good. For those of you who might doubt all this and take the hands-off approach, thinking it to be nothing more than a big, stupid *What If?*, just pick up *Alpha* and give it a shot. The whole crossover's got top-notch art and, more importantly, a really good story backing it up. But what's it all about? Well, y'see, Legion went back in time to kill Magneto, only he killed his dad Prof. X instead, which resulted in a completely different cast of X-Men that are now struggling for existence in a world where Apocalypse is king! Oh, so *now* you're convinced! Join the crowd; get into this story.



2. GEN[13] #1 (limited series)

WRITER: Brandon Choi ARTISTS: J. Scott Campbell and Alex Garner

X-Men Alpha #1 may have pushed *Gen[13]* #1 outta the top slot, but it sure didn't push it far. As for you Gen[13] fans who are grumblin' and growlin' over this issue being bumped from its King of the Hill slot (again—*Lady Death* #1 toppled it in *Wizard* #42, after five months in a row, but it came back in #44), don't work yourself into a frenzy or nuthin'. With the ongoing *Gen[13]* series still stoking the coals, and with the news that there's an animated flick in the works, we're bettin' this here book—starring five teenagers endowed with some pretty wicked powers and cool personalities—ain't gonna sit idly at number two for long. And hey, this freakin' Top Ten list could use some good shake-ups once in a while, anyway.

3. THE X-FILES #1

WRITER: Stefan Petrucha
ARTIST: Charles Adlard

Talk about your conspiracies! Where'd this book come from? Well, your favorite alien-abductin' junkies have jumped straight from the small screen to the fabled pages of comics. Now, on a monthly basis, you can read all about Fox Mulder and Dana Scully exposing those government freaks for the corrupt, conniving weasels that they are! The hit status that the show has garnered has apparently carried over to the comic book, making it a pretty hot commodity on the trading block. Speaking of the show, don't you think it's more than a coincidence that a guy named Fox is on a TV show on the FOX network? And why are the crackers in them peanut butter cracker snacks neon orange? Hmm...

4. LADY DEATH #1

WRITER: Brian Pulido
ARTIST: Steven Hughes

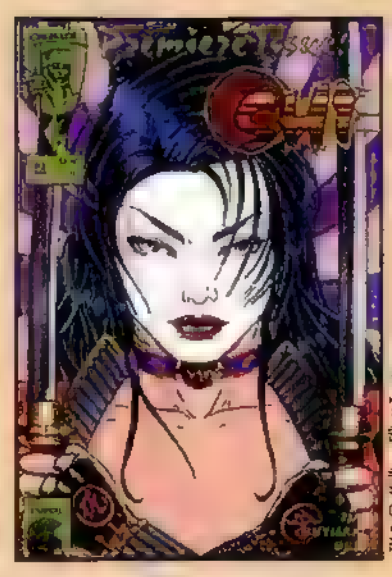
Now, here's a brilliant plan. You're banished from Earth until there's no more living beings walking around. So what do you do? Why, you try to kill off every single person on the planet, so you can once again walk the mortal world. Sounds ludicrous?

Well, that's exactly what the powerful Lady Death's trying to do, so *you* try and talk her out of it. Anyway, it kinda reminds me of an awesome *Twilight Zone* episode where Burgess Meredith finally has all the time in the world to read and he goes and breaks his glasses. (That's probably why he wears that monocle when he's the Penguin!) Hopefully Lady Death'll get a hold of ol' Burgess, but from his *Clash of the Titans* days. That guy should *not* wear a toga!

X-Men: Alpha ™ & © Marvel Entertainment Group. *Gen[13]* ™ & © Aegis Entertainment Inc. DBA WildStorm Productions. *The X-Files* ™ & © Twentieth Century Fox. *Lady Death* ™ & © Brian Pulido.

5. SHI #1

WRITERS: William Tucci and Peter Gutierrez
ARTISTS: William Tucci and Harvey Mercadoocasio



™ & © William Elliott Tucci

Hey, here's an interesting fact. Creator-writer-artist (and all-around swell guy) Bill Tucci has reprinted *Shi* #1, so all you fans out there can get a copy of this sphlurgle (hey, I'm getting sick of saying "incredible," "awesome," "great," "fantastic"...) book. Now what this means to the first printings of this issue remains to be seen. It could be that fans will no longer look for original copies of this issue since they can get the same story for just a few bucks. However, the opposite may hold true as well. More readers will now be turned on to the hottest babe assassin this side of Elektra, and that means more fans, which means more scrambling for first printings. You know how them fanboys can be!

6. GEN[13] #2 (limited series)

WRITERS: Brandon Choi and Jeff Mariotte
ARTISTS: J. Scott Campbell and Alex Garner

Well, lookie here, another *Gen*[13] book! What're the odds of that? The low print run on this issue (along with that same great story and art) help make it a much sought-after book. Anyway, howzabout just for kicks, we try to come up with 13 things that rhyme with Gen? OK, here goes: Ben, hen, again, den, pen (This is too easy—let's do some tougher ones!), X-Men, Peter Tomarken (the *Press Your Luck* guy), Commissioner Gordon, Tolkien, *The Muppets Take Manhattan*, Captain America (sans America, of course), Guinan, and margarine. (And for those of you paying attention, yes, we've run out of things to write about Gen[13], and we're reduced to mindless babbling to take up space. Works, though.)

™ & © Aegis Entertainment Group Inc. DBA WildStorm Productions

7. LADY DEATH II: B. H. & H. #1

WRITER: Brian Pulido
ARTIST: Steven Hughes

™ & © Brian Pulido

The Queen of the Dead's newest miniseries not only pits her between Heaven and Hell, but between numbers six and eight on the charts! In this issue, Ms. Death (the one without the ankh, that is) recalls her origin, but it's not as rosy as she remembers. That's thanks to a certain other female fury named Purgatori, who's out to steal all of Lady Death's power for herself. And if you thought that Lady chick was bad, get yer head out o' the sand! This Purgatori freak, who's got some pretty sick wings and horns, actually bit Lucifer! Yeah, you heard that right, she took a chomp outta Beelzebub, Satan, the lord of the flies, he who drinks milk out of the carton and puts it back, the Devil!! That can't be good for you in the long run.

8. ASH #1

™ & © Quesada and Palmiotti

WRITERS: Joe Quesada and Jimmy Palmiotti
ARTISTS: Joe Quesada and Jimmy Palmiotti

You knew it was only a matter of time before this book became hot (that, my friends, is the longest stretch for a pun we've ever attempted). Fans have always warmed up to Quesada and Palmiotti's work, and their creator-owned fire-fightin' superhero, Ash, is no exception. Top-notch artwork and innovative storytelling makes this one a definite fun read. Plus, it's got big, fluffy, fat cats! What more could you want? Well, how 'bout a really cool costume on a guy who rides a purple motorcycle? Waitaminnit. Purple? And his real name is Ashley? So let me see if I got this right: Ashley, our hero, has big fluffy cats and a purple bike? Hmmm, if we weren't so sure Jimmy and Joe would come over here and beat the crap out of us, we'd insert some off-color jokes here. Next...

9. VENGEANCE OF VAMPIRELLA #1

WRITER: Tom Sniegoski
ARTIST: Buzz

The true original Bad Girl's still kickin'! Or bitin', I should say. Fans just can't seem to get enough of her (though they certainly *see* enough of her!). Look for fan interest to hit an all-time high, though, when Vampi's honest-to-God origin is revealed in her regular series. Shucks.

™ & © Harris Publications Inc.

We really like the original origin, which involved her having been rocketed from her exploding planet Drakulon and sent to Earth. Actually, that part's not so "original" at all, but she lost her wings and had to take blood pills to stay alive (although she's partaken of plasma quite often during the past year). There's also that new, truly bad Bad Girl, Vampi's enemy Passion (Talk about evil—this babe's soaking in it!), so Bad Girl fans have plenty to pant about.

10. AMAZING SPIDER-MAN #400 (Coll. Ed.)

WRITER: J.M. DeMatteis
ARTISTS: Mark Bagley and Larry Mahlstedt

™ & © Marvel Entertainment Group

What better way to celebrate Spidey's 400th issue, than by bringing Aunt May out of a coma...and then killing her off! Wahoo! Ding dong, the witch—I mean, the aunt is dead. Fa la la...Well, to tell you the truth, this was actually a pretty good issue. Yeah, yeah, I know we're always raggin' on those Marvel guys (especially about Spidey and his 10 gazillion clones—I mean, what were they thinking? How could...oh, sorry.), but we really enjoyed this particular book. And Aunt May's death, while a long time coming, was handled thoughtfully and poignantly. So, grab a box of Kleenex and check out this milestone issue. Of course, if it turns out that it was only Aunt May's clone that kicked the bucket, we take back any nice things we've said about them. ☆

TOP 100

Here's the list for APRIL...
a countdown of the most-ordered titles as reported by Diamond Comic Distributors, Inc.

(CE=Collector's Edition)

what was hOt 1 yeAr ago...

1. X-Men #33 (Marvel)
2. Spawn #21 (Image)
3. Uncanny X-Men #313 (Marvel)
4. Superman/Doomsday #1 (DC)
5. Superman/Doomsday #2 (DC)
6. Action Comics #700 (DC)
7. WildC.A.T.s #10 (Image)
8. Wolverine #82 (Marvel)
9. Adv. of Cyclops & Phoenix #2 (Marvel)
10. X-Men Unlimited #5 (Marvel)

2 yeArs ago...

1. Adventures of Superman #500 CE (DC)
2. Action Comics #687 CE (DC)
3. Superman #78 CE (DC)
4. Adventures of Superman #501 CE (DC)
5. Superman: The Man of Steel #22 CE (DC)
6. Turok: Dinosaur Hunter #1 (Valiant)
7. Deathblow #1 (Image)
8. Spawn #12 (Image)
9. Bloodstrike #1 (Image)
10. Adventures of Superman #500 (DC)

3 yeArs ago...

1. X-Men #9 (Marvel)
2. The Infinity War #1 (Marvel)
3. Uncanny X-Men #289 (Marvel)
4. X-Force #11 (Marvel)
5. Silver Sable #1 (Marvel)
6. Spider-Man #23 (Marvel)
7. Amazing Spider-Man #363 (Marvel)
8. Ghost Rider #26 (Marvel)
9. Spectacular Spider-Man #189 (Marvel)
10. Youngblood #3 (Image)

1. X-Men: Omega (Marvel)
2. The Amazing X-Men #4 (Marvel)
3. The Astonishing X-Men #4 (Marvel)
4. Weapon X #4 (Marvel)
5. Generation Next #4 (Marvel)
6. Gambit & The X-Ternals #4 (Marvel)
7. Factor-X #4 (Marvel)
8. X-Man #4 (Marvel)
9. X-Calibre #4 (Marvel)
10. X-Chronicles #2 (Marvel)
11. Spawn #31 (Image)
12. X-Universe #2 (Marvel)
13. Superman #101 (DC)
14. Adventures of Superman #524 (DC)
15. Superman: The Man of Steel #45 (DC)
16. Action Comics #710 (DC)
17. WildC.A.T.s #19 (Image)
18. Amazing Spider-Man #402 (Marvel)
19. Star Wars: Dark Empire II #5 (Dark Horse)
20. Pitt #9 (Image)
21. Batman #519 (DC)
22. Spider-Man #59 (Marvel)
23. Ice Age—Magic: The Gathering #2 (Acclaim)
24. Detective Comics #686 (DC)
25. Magic: The G.—The S. Mage #2 (Acclaim)
26. Spectacular Spider-Man #225 CE (Marvel)
27. Web of Spider-Man #125 CE (Marvel)
28. Batman: Shadow of the Bat #39 (DC)
29. Cyberforce #13 (Image)
30. Batman: Legends...Dark Knight #72 (DC)
31. Azrael #5 (DC)
32. Robin #17 (DC)
33. Shi #1 Variant Cover/Fan App. Ed. (Crusade)
34. Ripclaw #2 (Image)
35. Incredible Hulk #430 (Marvel)
36. X-Men 2099 A.D. #21 (Marvel)
37. Green Lantern #63 (DC)
38. Prophet #2 (Image)
39. Catwoman #21 (DC)
40. X-Files #4 Direct Edition (Topps)
41. Amazing Spider-Man Super Size #1 (Marvel)
42. Backlash #7 (Image)
43 Venom: Carnage Unleashed #3 (Marvel)
44. StormWatch #21 (Image)
45. Vengeance of Vampirella #13 (Harris)
46. Fantastic Four #401 (Marvel)
47. Justice League America #100 CE (DC)
48. Superboy #16 (DC)
49. WarBlade: Endangered Species #4 (Image)
50. Ghost #1 (Dark Horse)
51. What If...? #74 (Marvel)
52. Spider-Man 2099 A.D. #32 (Marvel)
53. Flash #102 (DC)
54. Glory #2 (Image)
55. The Maxx #15 (Image)
56. Savage Dragon #19 (Image)
57. Aliens vs. Predator War #0 (Dark Horse)
58. Batman: Gotham Nights II #4 (DC)
59. Batman: Jazz #3 (DC)
60. Neil Gaiman's Teknophage #1 (Tekno•Comix)
61. The Others #1 (Image)
62. Deathblow #15 (Image)
63. Elektra: Root of Evil #4 (Marvel)
64. Aliens vs. Predator: Duel #2 (Dark Horse)
65. Fantastic Four: Atlantis Rising #1 (Marvel)
66. Beavis & Butt-Head #16 (Marvel)
67. Star Wars: Droids #1 (Dark Horse)
68. Silver Surfer #105 (Marvel)
69. Codename: Strykeforce #13 (Image)
70. Captain America #440 (Marvel)
71. Avengers #387 (Marvel)
72. Wonder Woman #98 (DC)
73. StormWatch Special #2 (Image)
74. Aquaman #9 (DC)
75. Iron Man #317 (Marvel)
76. The Dragon: Blood & Guts #2 (Image)
77. Lobo #16 (DC)
78. Union #3 (Image)
79. The Power of Shazam! #4 (DC)
80. Tales of the Marvels: Blockbuster (Marvel)
81. Leonard Nimoy's Primortals #6 (Tekno•Comix)
82. Knightmare #3 (Image)
83. The Books of Magic #13 (DC)
84. Daredevil #341 (Marvel)
85. Badrock #2 (Image)
86. N. Gaiman's Mr. Hero...Man #6 (Tekno)
87. Brigade #19 (Image)
88. Bloodwulf #3 (Image)
89. Force Works #12 (Marvel)
90. Bloodstrike #21 (Image)
91. Thor #487 (Marvel)
92. Steel #16 (DC)
93. Shaman's Tears #8 (Image)
94. Ghost Rider #62 (Marvel)
95. Supreme #27 (Image)
96. Gene Roddenberry's Lost Universe #5 (Tekno)
97. Razor Swimsuit Special (London N. Studios)
98. Tank Girl: The Odyssey #1 (DC)
99. Ghost Rider 2099 A.D. #14 (Marvel)
100. Vampirella Classic #2 (Harris)

WIZARD® #47

Painted **JUDGE DREDD** cover by Simon Bisley!

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Exclusive *StormWatch* mini-comic!

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ON SALE IN JUNE.

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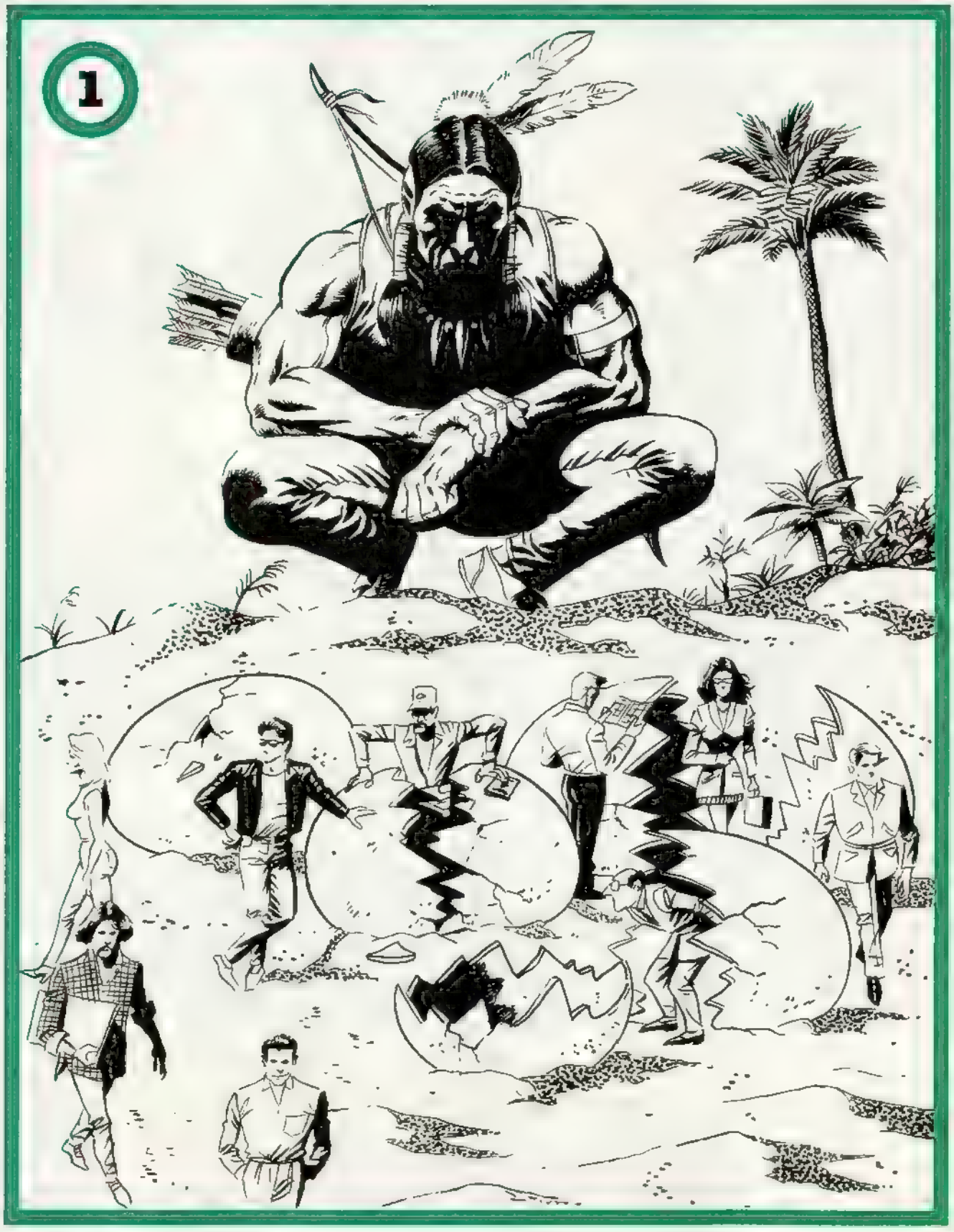
THE BIRTHQUAKE HITS YOUR HOME—AGAIN!

As Acclaim's "Birthquake" rumbles on, we're giving you another chance to jump right into it! From *Solar* by Dan Jurgens to *Ninjak* by Mike Manley, the folks at Acclaim Comics now have a ton of hot artists to celebrate the company's revolutionary "Birthquake," and they're still willing to share these artists with you!

Here's how...

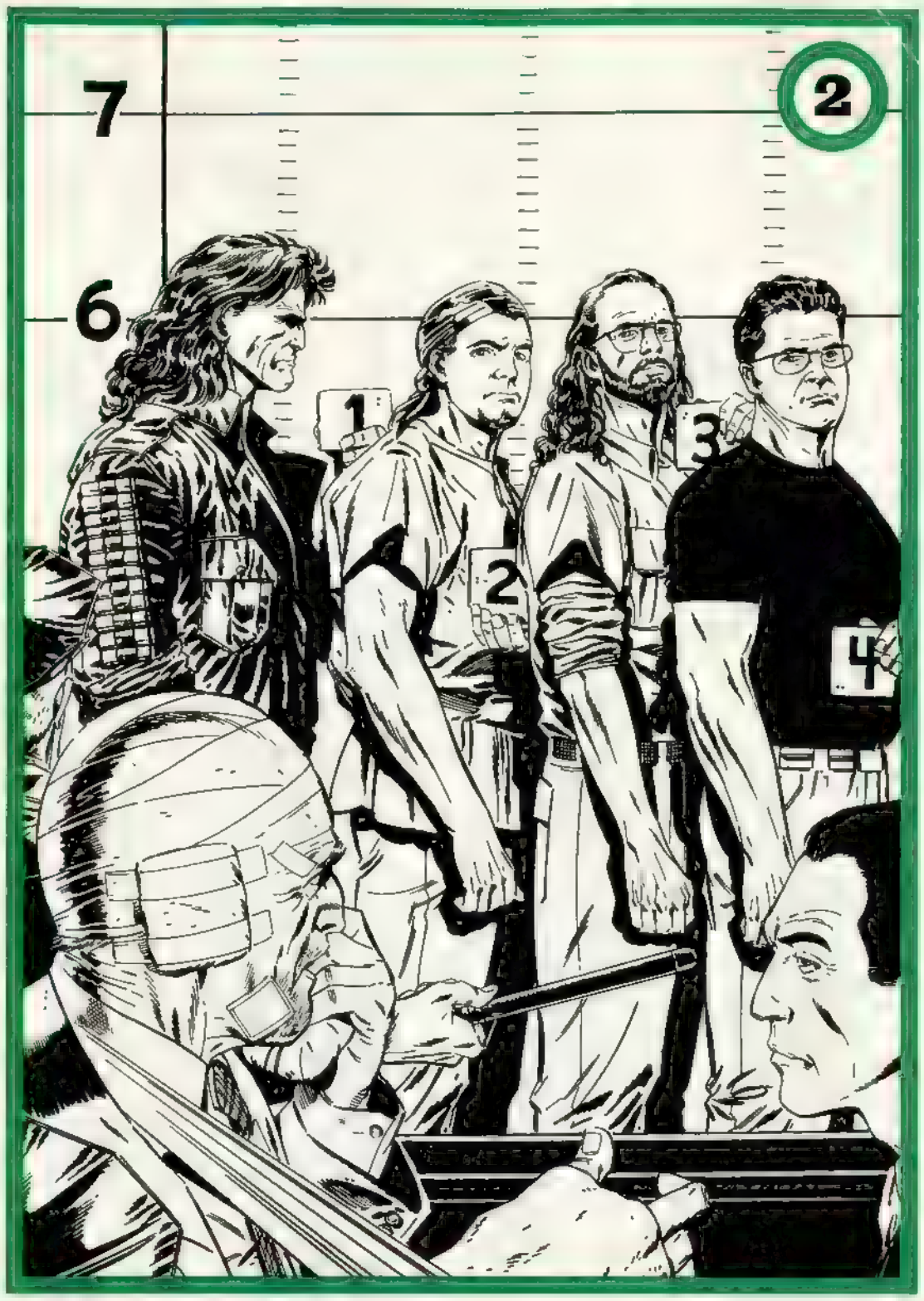
Grand Prize (Two winners)

If you're one of the two randomly drawn winners in Part 2 of this happenin' contest, you'll be spending a day with a star! An Acclaim artist will fly to your hometown, and then you'll spend the rest o' the day hanging out, traveling around your town, taking in lunch 'n' dinner, and having a blast! You'll definitely get to know each other, and you'll be the talk of your neighborhood. And as if all that wasn't enough, Acclaim will set up a signing at your local comic shop—you'll sit and shmooze with the artist throughout the entire signing! This'll definitely be one exciting, memorable day!



Now here's your second chance to win this pulse-poundin' prize! This issue (as we did last issue), we're displaying exclusive illustrations by two of the nine top-name Acclaim artists—from Valiant, Bart Sears, Norm Breyfogle, Bernard Chang, Rags Morales, Jackson Guice, Mike Manley, Paul Gulacy, and Dan Jurgens, and from the new Windjammer imprint, Val Mayerik—and all you have to do is figure out which artist drew each picture, and exactly where he is in the picture! Yes, each artist, along with his favorite Acclaim hero, is actually in the picture he drew. You comic knowledge megabrainies should have no prob identifying the artist of each picture, and where he is—if you're right, one of these artists may hit your town!

Here are the two pictures you have to look over.



When you've got an idea of who produced each piece and where he is in it, fill in the official entry form below with the artists' names and your personal info, cut out or photocopy each picture, circle the spot where you believe each artist is, toss the form and pictures in an envelope, and mail it all off to:

Birthquake Contest 2
c/o Wizard Press
PO Box 118
Congers, NY 10920-0118

WIZARD®

Acclaim®

This part of the contest expires July 31, 1995, so get yourself movin'!

LEGAL STUFF

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Acclaim Comics, their immediate families, and people who can't even find the shovel in the tree when they read *Highlights* in the doctor's office. Print your name, date of birth, address, city, state, zip code, telephone number with area code, and the names of the two artists on the official entry form or a three-by-five-inch index card, and place the form or card in an envelope with the two pictures (originals or photocopies), with the location of each artist circled on each picture. Mail each entry to Birthquake Hits Home Contest Part 2, c/o Wizard Press, PO Box 118, Congers, NY 10920-0118. Enter as many times as you like. No mechanical reproductions will be accepted. All entries become the property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the name of the contest winners and are not transferable. Winner must accept arrangements on dates provided by Wizard Press or forfeit prize. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. Why would anyone want to live in California, with all the quakes happening there? So there's babes...and perfect weather...and celebrities...well, I guess that's why. **All entries must be received at contest headquarters by July 31, 1995.** Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The prize winners will be selected in a random drawing from all properly completed entry forms received at contest headquarters. The random drawing will be conducted on August 1, 1995, by Wizard Press.

For the names of the winners of Part 2 of this contest, available after August 18, 1995, send a stamped, self-addressed envelope to Birthquake Part 2 Winners, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just keep watching *Wizard*!

TUROK ™ & © Western Publishing. ETERNAL WARRIOR ™ & © Acclaim Comics Inc.

ENTRIES DUE BY JULY 31, 1995!

Birthquake Contest 2

NAME

HOME ADDRESS

CITY STATE ZIP

PHONE DATE OF BIRTH

ARTIST #1 IS

ARTIST #2 IS

I'VE ENCLOSED THE TWO PICTURES (OR MY PHOTOCOPIES OF 'EM)!

Wizard Market WATCH

by **Jon Warren** and **Marc Wilkofsky**

Shelf-Steamers and Box-Burners

Just when you think you've got the mischievous comics market pinned down in predictability, the out-of-nowhere "must-haves" pop out from hiding and the sleepers spring from collector-friendly anonymity to alarming hyperactivity. Well, we can't do much to tame the ever-wild market for you, but we've definitely got a handle on a few corners you can approach with confidence. There's a lot to cover, so let's go!

THE HOT RECENT RELEASES (1991-95)

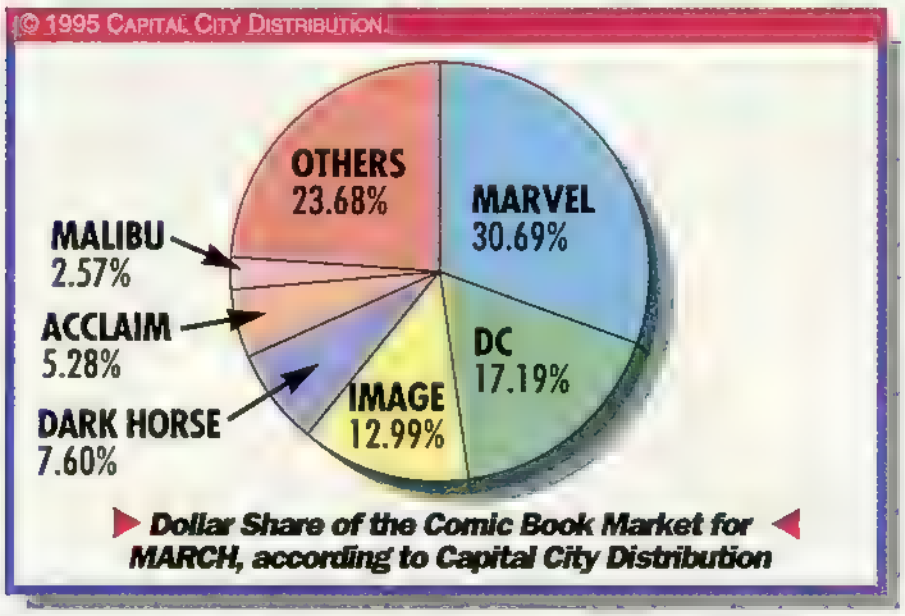
• **The X-Men titles** (Marvel Comics). As the creators controlling the Marvel mutant line have taken their "Age of Apocalypse" story to another level of reality, the X-books have reached new levels of excitement and popularity. If you haven't picked up any installments of the successful timeflip titles—which include the hot ***Generation Next***, ***X-Man***, ***Amazing X-Men***, and ***Astonishing X-Men***—then you're missing a boat of thrills, not to mention a whole flock of quick-rising #1s (all the monthly X-ers have seen value gains in their first timeflip issues,

GENERATION NEXT™ & © Marvel Entertainment Group

with ***Weapon X* #1**—the beginning of a brand-new look at number one mutant Wolverine—taking off and leading proudly). And don't assume you're going to find December's epic-opener ***X-Men: Alpha*** for cover price anywhere—it's been taking some serious market strides lately. Also be on the lookout for ***X-Man*** back issues to move in the future, as it will be the lone timeflip book to continue after "Apocalypse" is done.

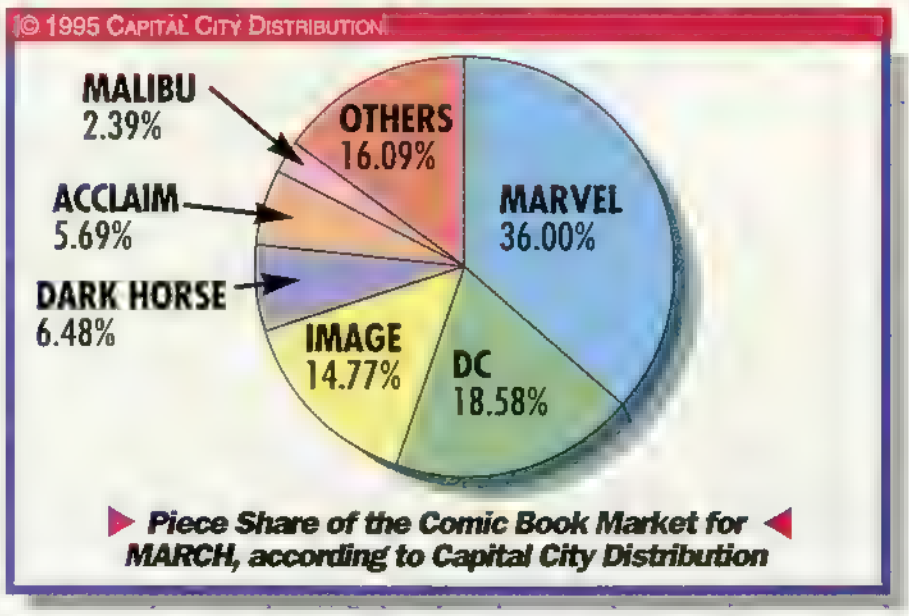
• ***Rogue*** and ***Gambit*** (Marvel). The star-crossed mutants who can never really touch one another have something in common, other than mutual burning desire: a just-as-hot reader interest. Rogue's recent mini-series gave her the spotlight hordes of fans have been clamoring for, and is moving quite well in the back issue market, while Gambit's own four-issue outing—including the still-heavily-requested gold version of #1—is sharing the current excitement over his second mini-series (of sorts), *Gambit and the X-Ternals*. Like a well-thrown punch from these two lovers, you can't miss with these books.

• ***X-Files*** (Topps). Real strong stories, real hot book, *real* good timing. Phenomenon is the right word for this market-rocking TV adaptation: ***X-Files* #1** is one of the top books to find right now, after an enormous wave of people—comic collectors and many "outsiders"—latched onto this exciting comic version of the Golden Globe-award-winning sci-fi show. **#2** and **#3** didn't take much time to pick up solid sales speed, of course. The sky



Dollar Share of the Comic Book Market for MARCH, according to Capital City Distribution

DOLLAR SHARE: DC's share went down 1.2 points in March, mainly attributable to its only publishing books for three weeks during the month, to get its month-to-month schedule back on track. March was not exactly Marvel's month, in that the company's dollar share dropped by 1.32 points from February—probably a result of a slight drop in interest over the timeflip X-epic and Spider-saga. Dark Horse's higher-than-normal amount of product and Acclaim's successful "Birthquake"/*Magic* releases helped these companies' shares.



Piece Share of the Comic Book Market for MARCH, according to Capital City Distribution

PIECE SHARE: Acclaim's first two *Magic: The Gathering* books and initial barrage of bi-weekly "Birthquake" books gave the revitalized company a 1.61 gain here, while Dark Horse's increase in product helped its piece share (up 1.4). Marvel's Dollar Share loss wasn't reflected here—its huge number of books released in March brought the company's share up 1.1 points—while DC's heavy drop came from its shipment of fewer books. Image and Malibu "suffered" negligible drops, as these two companies keep bringing readers and collectors back each month.

might not even be the limit for this series.

• **Superman books** (DC Comics). He may not be monstrous or stupid, but he could be the Doomsday of today: new Superfoe **Conduit** is the creep who's discovered that Clark Kent and Supes are one and the same, and Mr. Braverman's intro issues—the four already-strong **Superman #0 books**, especially *Superman: Man of Steel* and *Superman*—are drawing heat from this very fact. People want to know all about the psycho who forced Kal-El to kill his reporter alias, and the four-part "Peer Pressure" story in the zero books obliges perfectly.

THE SPECTRE™ & © DC Comics

• **The Spectre** (DC). Word-of-mouth on the Astral Avenger's latest series is attracting more and more seekers of good-readin'-books to John Ostrander and Tom Mandrake's masterpiece. **#1** is slowly floating up to new planes of collectability; we suggest you watch this and all the **early issues** of the Spectre's current, and most successful, series.

• **Steady DC sellers.** ***Flash* #92**, the debut of junior speedster Impulse, is a regular riser in the *Wizard* Price Guide, and right from its start, young Bart's brand-new series (which he earned after less than a year of existence—pretty darn fast!) is giving this issue a hefty push. Also, ***Sandman* #1** and **#8** (Death's entrance) have lifetime memberships in the Price Hike Club; their own latest push—as if they needed it—is the *end* of ol' Sandy's series, happening in late '95. With the second *Death* mini-series, *The Dreaming* ongoing series, and probably countless other Vertigo spin-offs in the works, these issues, and the title in general, will certainly survive.

• **Image hits.** ***Gen*^{13}** is far from the solo star in Image's publishing line. The title's fellow WildStormers ***Team 7*** (the first issue may have slowed down for a while, but not its variant cover edition) and ***WetWorks*** (#1 is a steady mover, as is the variant edition of #2—fans still want violence and variants) are joined by Todd McFarlane's ***Angela*** mini-series, the integral Spawn epic that many knew would savor dramatic market activity.

• **Image misses.** Unfortunately, value drops for ***Prophet* #4A**—the Platt-covered version—and the Gold editions of ***Youngblood* #0** and ***Youngblood: Strikefile* #1** (we're talkin' *huge* drops for these two, folks) indicate that collectors are yawning about (and retailers are frantically trying to dump) some once-big Image books.

• **Those nutty Bad Girls** (various publishers). ***Evil Ernie's* first series** by Eternity, as well as Chaos!'s ***The Resurrection***, continue to ravage the market thanks to **Lady Death**, whose original mini-series is hotter'n ever. **Shi** (whose #1 reprint should increase the title's fanship) and **Vampirella** are still kickin' in high gear, while London Night Studios's **Razor**—whose #0 and #1 continue to shake up the market—is virtually unstoppable.

• **DC's Bad Girls.** Meanwhile, who can't help but flip wallet-over-heels for DC's diamond-lovin' damsel, **Catwoman**? The first issue of her hit series is as collectible as ever, along with her full mini-series (see our "Modern Age" focus). Her fellow DC heroine, **Wonder Woman**, is in her finest hour nowadays. Thanks to Bad Girl

WIZARD'S TOP TEN HOTTEST ARTISTS

Photo: Al Ortega

1 **Todd McFarlane**
Spawn

Photo: Al Ortega

2 **Frank Miller**
Sin City: The Big Fat Kill

3 **Buzz**
Vengeance of Vampirella

4 **Greg Capullo**
Spawn

5 **Joe Quesada**
Ash

6 **Jim Lee**
WildC.A.T.s

Photo: Sampsel & Preston

7 **J. Scott Campbell**
Gen^{13}

Photo: J. Schuyler

8 **Adam Kubert**
Wolverine

Photo: J. Schuyler

9 **Andy Kubert**
X-Men

10 **Bart Sears**
X-O Manowar

WIZARD'S TOP TEN HOTTEST WRITERS

Photo: Al Ortega

1 **Neil Gaiman**
Sandman

Photo: Al Ortega

2 **Frank Miller**
Sin City: The Big Fat Kill

3 **Peter David**
Incredible Hulk, Aquaman, Spider-Man 2099

4 **John Byrne**
Next Men, upcoming: *Wonder Woman*

Photo: Al Ortega

5 **Jeff Smith**
Bone

Photo: J. Schuyler

6 **John Ostrander**
The Spectre, Eternal Warrior

7 **Dan Jurgens**
Superman, Solar

Photo: Al Ortega

8 **Fabian Nicieza**
X-Men

Photo: J. Schuyler

9 **Scott Lobdell**
Uncanny X-Men, Generation X

Photo: Mitch Jenkins

10 **Alan Moore**
From Hell, upcoming: *Spawn: Bloodfeud, WildC.A.T.s*

WIZARD'S TOP TEN HOTTEST ARTISTS AND WRITERS LISTS ARE DERIVED FROM A NATIONWIDE RETAILER SURVEY.

Market WATCHERS

Dear Marc,

I follow *Wizard*'s Market Watch regularly and carefully monitor the price changes in the guide each month. I also compare *Wizard*'s information with the current trends and prices in the local comic shops and shows. I find that the *Wizard* "picks" and "ones to watch" have a profound effect on the local market. A good example is the recent run of *Wonder Woman* books, starting with issue #88. *Wizard* recognizes #88 as "Circe's return as a Bad Girl" and lists it at #8 on the Top Ten. I don't have a problem with this. If *Wizard* wants to recognize Circe as a "Bad Girl," that's fine, and listing the book in the Top Ten is simply reporting on the market. However, I feel that *Wizard* has been focusing too much on Circe's appearances in issue #88 and #89. I believe that readers are snapping *WW*'s up for the artwork of Mike Deodato Jr. in #90 and up (mentioned in the Market Watch of *Wizard* #42) and the current storyline involving Artemis as the new WW. Thus, *Wizard* should be focusing on pointing out that issue #90 is the first appearance of Artemis (correct me if I'm wrong), and the first regular penciling of Deodato. Another book that *Wizard* should mention is issue #85, which contains the first pencil work of Deodato (on *Wonder Woman*, anyway), and at the end it shows Diana's friend Julia after being smashed to a pulp—a definite catalyst in Diana's new attitude.

I just think that these are important points to mention when discussing the *WW* hot trend, and they shouldn't be overlooked. Issues #88 and #89, the Circe books, suck. But #90-plus are awesome.

Until *Wonder Woman* outsells the X-Men,

Keric K. Morinaga
Pasadena, CA

You definitely know your Wonderinfo, Keric. I agree with all your points, and hope you approve of our recent Market Watch mentions of the Bad Amazon's book—we've covered just about everything you said regarding this exciting trend, and more. And yes, Artemis does indeed debut in issue #90, a strong-selling issue.

Dear Market Watchers,

In light of the aftermath of *Zero Hour*, I recently began going through my *Crisis* collection. I came across a comic titled *The Official Crisis on Infinite Earths Crossover Index*, published by the Independent Comics Group in July 1986. I have three questions concerning this issue: 1) The forward mentioned a *previous* index and that this was an updated version; however, this index was listed as a #1 and there is no mention of it being a reprint. Do you have info on the first index? 2) The index was co-written by Mark Waid, and the cover was inked by Tom Mandrake. Are these the same folks of *Flash* and *The Spectre* fame? 3) How much, if anything, is this issue worth? Thanks!

Daniel Dawson
Yukon, OK

Daniel, the "updated version" you have is more like a supplement to ICG's original *Official Crisis on Infinite Earths Index*, which offered the credits, characters, and synopses of all 12 *Crisis* issues. Your book catalogs the 50-plus crossovers to DC's first—and best, I believe—clean-up series. (Y'know, ICG always produced interesting, informative, and in-depth indices! I really miss 'em.) Yes, those contributors are the *Flash* writer/comics historian and *Spectre* artist, and your book should be worth 'bout $1.25 in Near Mint ("If anything?" *Everything's* worth something), but I bet any *Crisis*phile you find will give you the $1.75 cover price for your book.

CONTINUED ON PAGE 150

Circe (**#88** and **#89**) and Mike Deodato Jr.'s stellar artwork (**#85** and **#90 up**), this wondrous babe is heatin' up the charts. And look for John Byrne to write and draw some great adventures for the Amazon, starting in July.

• ***Ash*** (Event Comics). Just a reminder: if you see a copy of *Ash* **#1** or **#2** smoldering on a comic rack in a store somewhere at a reasonable price, consider picking it up because you *seriously* might not get another chance. This title from Joe Quesada and Jimmy Palmiotti's new company entered the publishing world last November with high reader anticipation and a fairly low print run, and has already garnered a loyal fan base and explosive rarity. **#3** should be out now, too, and believe us, it's a worthwhile type of collector's item—an excellent-reading book.

• **Sleeper titles** (various publishers). Keep an eye out for a few books that, apparently, are viewed as seizable by only certain sections of today's collecting crowd. Thanks to scores of "highway signs" advertising the company's products along the market road, a few buyers are braking for Tekno•Comix's qualitative offerings. Neil Gaiman's creative connection to ***Mr. Hero—The Newmatic Man,*** and Leonard Nimoy's to ***Primortals***, have assuredly helped these titles as much as Tekno's first Bad Girl book, May's *Lady Justice*, should boost sales for the line as a whole. Then there's Harris's late '94 ***Chains of Chaos*** mini-series, which not only starred hot babe Vampirella, but re-introduced the time-traveling mystic named the Rook, an old Warren Publications hero who's about to enter his own series. Link One of this mini has interesting market potential. Finally, ***Penthouse Comix*** (which our moms won't let us talk about too much here) may have its own limited market niche and body of collectors (and may be doing its own unique things to these people), but after months of price increases, it shouldn't be overlooked as a...um, grabbable series.

MODERN AGE SELLERS (1970-90)

• ***Amazing Spider-Man*** (Marvel). Talk about a Big Bang theory going bust: ***ASM* #149-#151**, which introduced the Spidey-Clone, were blazing hot last summer, but have definitely cooled, as the furor surrounding the present ongoing (and going...) clone story has begun calming down. The market apparently overreacted, prices are stabilizing, and these books aren't worth anywhere near as much money—and space in this column—as they used to be.

• **Other hot MA books** (various publishers). Cat-chasers are starting to fervently pounce on every issue of DC's 1989 ***Catwoman*** mini-series, as more people get interested in Batman's beautiful supporting character. Also, Marvel's unflappable ***Giant-Size X-Men* #1** (the debut of the second X-group from 1975) sees another price jump this month—the timeflip's surge of popularity into the mutant titles seems to have hit issues from all ages. Even ***Dazzler* #38**, one of the few big books in her little series because of its X-Men appearance, is lighting up the market again. On the independent comic side, Aardvark-Vanaheim's ***Flaming Carrot* #1** is a choice piece of Modern Age work—there will always be a major cult following of Bob Burden's surreal hero, and recent value activity on his first issue indicates there are even more fans out there!

POPULAR SILVER AGE BOOKS (1955-70)

• ***X-Men*** (Marvel). Early issues of the original *X-Men* series remain near the top of the list of hot-selling Silver Age Marvels.

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Among the issues most in demand by collectors are **#1** (the first appearance and origin of the mutant group), **#12** (Professor X's origin), and **#28** (the debut of Generation X co-leader Banshee).

• ***Teen Titans* #1** (DC). The teen group's first issue from 1966 is often overlooked by collectors, but demand for it has recently expanded. Bob Reid in Hastings-on-Hudson, N.Y., just sold a Very Fine-plus copy for $200, and more and more collectors are looking into this issue.

• ***Amazing Fantasy* #15** (Marvel). The first appearance and origin of Spider-Man is still the Marvel mega-key that sells the fastest at shows and through mail-order. By the way, most early ***Amazing Spider-Man*** issues are selling well, particularly **#14**, **#28**, and **#50**.

• ***Incredible Hulk* #1-#6** (Marvel). This early run, which includes the Green Goliath's first appearance and origin, is once again among the top Silver Age titles sought by collectors. Demand remains strong in all grades. On the other hand, demand for *Incredible Hulk* #102, the first issue of the newer series from 1968, has dipped this month.

• **Various Marvel titles.** The hottest Marvels from this time period are first issues and first appearances of major characters. Retailers report very strong demand for 1950s horror titles like ***Journey into Mystery*** and ***Strange Tales***. ***Avengers* #1** and **#4** (the latter of which is the return of Captain America and his entrance into the Silver Age) are in high demand, and are selling well, while demand for ***Captain America* #100**, and other early issues of Cap's title, has slowed.

THE GOLDEN AGE MARKET (1938-54)

In a nutshell: The market for Golden Age superhero titles from all publishers remains very hot. Of the superhero books, those published by Timely Publications are the hottest.

• ***Action Comics* #1** (DC). The first appearance and origin of Superman is now officially the most valuable comic. The folks at Pacific Comic Exchange of Los Angeles, Calif., confirm that a Very Fine copy of this classic issue was sold by their firm for $137,500—setting a new world record price for a comic book.

• ***All-Flash Comics* #1** (DC). This classic and important first issue from 1941 retells the origin of the original Flash (that's Jay Garrick, for you more present-oriented folks). Steve Fishler at Metropolis in New York City recently sold a Near Mint copy for $15,000.

And that wraps up another edition of Market Watch, which we hope made you a richer collector (in market knowledge, at least), and taught you some new ways to say that something's hot. See you next time! ★

The Warren-Wilkofsky team never misses a deadline. Without a good reason, that is. [You've gotta be kidding me, fellas.—Editor.]

Dear Market Watchers,

I have two comics that are not listed in the price guide. The first one is Marvel's *Indiana Jones* #3, made way back in 1983. The second is *Dino Riders* #1. How much is each issue worth?

Steven Dobbs
Talladega, AL

Indy's book—which was done by John Byrne, by the way—will earn you a whole buck. As for *Dino Riders*—50 cents, at the absolute *most*. Spare yourself the embarrassment, Dobbs—keep these babies.

Hey, Wilkofsky:

Before I ask my question, I just want to make a minor statement to all comic book readers out there: Hey, you guys! Wanna lot of bang, but don't have a lotta buck? Just check out your local comic store 25-cent box. Those things don't just have old *Barbie* and *Power Pack* comics. In fact, they're usually full of really good stuff waiting for a home! Trust me on this one; you just might find something to your liking.

Anyhow, I just found a DC comic in Prestige Format called *Martian Manhunter*, a.k.a. J'onzz J'on or something, #2 from '92, and I was just wondering how much it's worth and where I might find #1 and #3. Please help me on this one!

T'anks fer yer time,

Richard Taylor
Vallejo, CA

Hey, Richard, you answered your own questions with your fine suggestion; that mini-series, though a cool read, has a fairly permanent residence in the bargain bins (sorta like any album by Men at Work or Kim Carnes). Just keep searching one 50-cent box after another in any comic store or con you hit—you'll be sure to snag those issues. By the way, the Justice League Task Force leader's "civilian" name is J'onn J'onzz—but don't worry, even DC itself spelled it wrong in March's *Adventures of Superman* #522. Yer welcome, Richard.

Dear "Marc"et Watchers,

Has this ever happened to you?

You walk into a comic store you've never been in before and the guy at the counter stares at you. You say something like "How are you?" or "Hi," and the guy won't say anything back. Then, when you ask where the X-Men comics are, he points, and stares at you while you walk over to them. While you're thumbing through them, you ask the guy a question, and he answers with a stern "I don't know." Then you go up to the counter with the comic you want and you ask if the new X-book is out. He reaches under the counter and tosses one in front of you with no bag. After you pay and start to head out the door, you notice a whole stack of bags that are priced higher than normal. And they're the cheap kind!!!

Well, after having an experience like that, I would not go back to that store unless I needed a comic *really* badly. I think comic store workers should at least be friendly and help you try to find that special comic you want. They should know something about what they're selling, like they do at the store I go to. The owner knows what he has and where it is, and most of the old back issues are bagged and boarded. Plus, when you get new comics in your order, he gives you bags at no extra cost. If people were more like him, comic book collecting wouldn't be such a hassle.

Adam Mica Heald
Hubert, NC

I'm sure a lot of our readers are nodding their heads, Adam, but you're actually calling attention to two retailer subjects here: customer service and customer bonuses. Most retailers interested in keeping their clientele know that treating 'em well and being consistently helpful is key. However, many can't afford to hand out extras with every purchase, even things as inexpensive as comic bags and backing boards, which don't magically appear in stores, but must be bought by the owners in bulk. So no collector should blame a local retailer for not being too "giving" bonus-wise, but those who go that extra mile (like your guy) are much more worthy of respect—and continued patronage—than one doing a Jabba the Hutt impression behind the counter.

A couple of things before I'm off: last month's April Fool letter was from Ben Reade (in case you were fooled). Also, I've received several letters regarding my back issue vs. new book question in #44—watch this space for a select bunch of 'em (and send more!). Well, *adiós*—I'm outta here!

-Marc Wilkofsky
Evolutionary Error

Hey, Market Watchers! Send your letters to:

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PRICE GUIDE

ABOUT THE PRICE GUIDE

The following Comic Book Price Guide contains the most accurate and up-to-the-minute Silver and Modern Age comic book prices available. To make sure our values are as timely as possible, we constantly communicate with our ever-expanding network of comic book retailers and regularly send scouts to check prices in stores and shows throughout the country. All values in this guide are for books in Near Mint condition. Keep in mind that the Price Guide is only a guide; prices may vary depending on the local availability and popularity of a title.

HOW TO USE THIS PRICE GUIDE

It's easy. When a book has changed in value since last month's listing, it's shaded by either a red or blue bar. If the comic has risen in value, it's marked by a red bar. If it has fallen in value, it's marked by a blue bar. Every new issue and/or title listing is marked by a green bar.

EXAMPLE:

200	3.00
201	3.00
202	4.00
203	4.00
204	3.00
205	3.00
206	3.00
207	3.00
208	3.00
209	2.00
210	2.00
211	3.00
212	3.00

In this example, issues #202 and #203 have risen in value since last month, issues #209 and #210 have dropped in value, and #212 is being listed for the first time. Red or blue bars don't mean that a comic will necessarily rise or fall in value in the future. The comic market is like a ragin' cajun.

ABBREVIATIONS (NEW NAMES ARE IN GREEN)

REFERENCES

1: First Appearance of
anniv Anniversary Issue
B: Begins stories with
cvr Cover
D· Death/Destruction of
GN Graphic Novel
HC Hardcover
I. Introduction of
IR· Identity Revealed
J· Joins
L Last story with
M· Married
O: Origin of
p part #
PF Prestige Format
Q: Quits
R: Return of
SC Softcover
sz size
TPB Trade Paperback
w/ With
w/o Without

ARTISTS/WRITERS

AAd Art Adams
AAu Adam Austin (Gene Colan)
ABa Andy Barlow
ABe Antony J.L. Bedard
ABl Adam Blaustein
ABr Allyn Brodsky
ACo Amanda Conner
ACt Andre Coates
ACu Allen Curtis
ADa Alan Davis
ADn Antonio Daniel
ADr Arnold Drake
ADv Al Davison
AFo Alan Dean Foster
AGa Alex Garner
AGd Alan Gordon
AGi Armando Gil
AGn Archie Goodwin
AGo Adrian Gonzales
AGr Alan Grant
AHe Andrew Helfer
AHo Art Holcomb
AHu Adam Hughes
AJa Allan Jacobsen
AJo Arvell Jones
AKb Andy Kubert
AKn Andy Kuhn
AKp Alan Kupperberg
AKu Adam Kubert
AKw Alisa Kwitney
ALa Andy Lanning
ALc Alcatena
ALo Arvin Loudermilk
ALp Aaron Lopresti
AMa Andy Mangels
AMc Angus McKie
AMe Angel Medina
AMi Al Milgrom
AMo Alan Moore
AMp Amos Poe
ANi Art Nichols
ANn Alex Nino
ANo Ann Nocenti
APa Andrew Paquette
APe Andrew Pepoy
APn Arnold Pander
APo Adam Pollina
APr Andrew Pritchett
ARa Arthur Ranson
ARo Alex Ross
ASa Alex Saviuk
ASc Alberto Saichann
ASf Art Saaf
ASi Aubrey Singer
ASm Andy Smith
ASn Angelo Stano
ASr Allen Salyer
ASt Alec Stevens
ATh Art Thibert
ATo Alex Toth
AVa Andrew Vachss
AWe Alan Weiss
AWi Al Williamson
AWl Anthony Williams
AWm Andrew Wildman
AWn Andrew Wendel
AWs Aron Wiesenfeld
AWt Art Wetherell
AZe Alan Zelenetz
BAn Brent Anderson
BAs Bill Anderson
BAu Brian Augustyn
BBd Brett Breeding
BBe Brian Michael Bendis
BBk Bill Black
BBl Bret Blevins
BBn Bob Brown
BBo Brian Bolland
BBr Barry Blair
BBt Brett Booth
BBu Bob Budiansky
BCh Bernard Chang
BCo Brandon Choi
BDi Buzz Dixon
BDr Bill Draut
BDu Barry Dutter
BEv Bill Everett
BGa Bill Galvan
BGo Brad Gorby
BGr Bill Griffith
BHa Bob Harras
BHe Ben Herrera
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BHl Bob Hall
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BHn Bob Hanon
BHo Bill Hobbs
BHt Brian Hotton
BHy Bob Haney
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BKi Barry Kitson
BKl Barbara Kaalberg
BKn Bill Knapp
BKu Bill Kunkel
BLa Bob Layton
BLc Blackwell
BLo Bruce Love
BLs Batton Lash
BLu Bob Lubbers
BMa Bill Mantlo
BMc Bob McLeod
BMd Brian McDonald
BMi Barrie Mitchell
BMk Brandon McKinney
BMm Bill Murry
BMn Bill Marimon
BMo Bill Molno
BMr Bernie Mireault
BMs Bill Maus
BMt Brendan McCarthy
BMu Brian Murphy
BNe Bill Neville
BOc Brian O'Connell
BPa Bruce Patterson
BPe Brandon Peterson
BPn Byron Penaranda
BPo Bob Powell
BPr Bruno Premiani
BPu Brian Pulido
BRa Barbara Randall
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BRe Bill Reinhold
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BSm Barry Windsor-Smith
BSp Bill Spangler
BSt Beau Smith
BTa Bryan Talbot
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BWr Berni Wrightson
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BZi Bruce Zick
CAd Charlie Adlard
CAg Craig Anderson
CAn Ceasar Antomattei
CBa Cary Bates
CBc Chris Bachalo
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CBo Craig Boldman
CBr Craig Brasfield
CBt Chris Batista
CBu Cary Burkett
CCl Chris Claremont
CCo Chris Cooper
CDa Craig Davidson
CDi Chuck Dixon
CDo Colleen Doran
CGa Carlos Garzón
CGi Chas Gillen
CGr Chris Gardner
CHa Cully Hamner
CHl Charles E. Hall
CHo Craig Houston
CHu Chris Hunter
CKe Cam Kennedy
CLa Clifford Lawrence
CLe Cinqué Lee
CLh Cortney Lehmkuhl
CMa Chris Marrinan
CMc Colin MacNeil
CMi Craig Mitchell
CMn Cynthia Martin
CMo Christopher Moeller
CMr Charles Moore
CMs Charles Marshall
CNo Cedric Nocon
CPa Chuck Patton
CPf Chuck Pfarrer
CPo Carl Potts
CPr Christopher Priest
CRu Craig Russell
CSc Christopher Schenck
CSn Craig Stormon
CSp Chris Sprouse
CSt Chic Stone
CSw Curt Swan
CTa Christopher Taylor
CTr Chas Troug
CUl Chris Ulm
CVa Cindy Vance
CVe Charles Vess
CWa Chris Warner
CWd Cynthy Wood
CWe Chris Weston
CWi Chris Williams (Chriscross)
CWj Chuck Wojtkiewicz
CWl Chance Wolf
CWo Chris Wozniak
CYa Chap Yaep
DAb Dusty Abell
DAd Dan Adkins
DAm David Ammerman
DAr Darko Macan
DAt Dan Abnett
DAv David Mack
DAy Dick Ayers
DBa Dan Barry
DBe Denis Beauvais
DBk Darryl Banks
DBn Daniel Brereton
DBo David Boller
DBs Del Barras
DBt Dante Bastianon
DBw Dougie Braithwaite
DCh Dan Chichester
DCo Dave Cockrum
DCp Dave Cooper
DCw Denys Cowan
DDa David Day
DDe David DeVries
DDi Dick Dillin
DDn Dan Danko
DDo Dave Dorman
DDy Dan Day
DEa Dale Eaglesham
DFe Duncan Fegredo
DFg Dwayne J. Ferguson
DFi Danny Fingeroth
DFo Dick Foreman
DFr Dan Fraga
DGb Dave Gibbons
DGi Dick Giordano
DGl Don Glut
DGo Darren Goudhart
DGr Dærick Gross
DGs David Gross
DHe Don Heck
DHo Dave Hoover
DHs Dean Hsieh
DIn David Lee Ingeroll
DJa Dennis Janke
DJo Dave Johnson
DJu Dan Jurgens
DKe Dale Keown
DKr David Anthony Kraft
DLa Dan Lawlis
DLo Don Lomax
DLp David Lapham
DLr Dave Louapre
DMa David Mazzuchelli
DMc Dwayne McDuffie
DMd Dana Moreshead
DMg Don McGregor
DMh Duke Mighten
DMi David Michelinie
DMk Dave McKean
DMn Doug Mahnke
DMo Doug Moench
DMp Darwin McPhereson
DMr Dennis Marks
DMs Dan Mishkin
DMt Dean Motter
DMu Doug Murray
DMw Dave Matthews
DNe Don Newton
DNo Dan Norton
DOl Dave Olbrich
DOn Dennis O'Neil
DPa Dan Panosian
DPd Don Pendleton
DPe Don Perlin
DPo Doug Potter
DQu David Quinn
DRa Dave Rawson
DRb Darick Robertson
DRc David Roach
DRd Dan Reed

DRe.....David Reed
DRo.....Dave Ross
DRs.....Dan Raspler
DSi.....Dave Sim
DSl.....Dan Slott
DSm.....Dave Simons
DSp.....Dan Spiegle
DSs.....Don Simpson
DSt.....Dave Stevens
DSw.....Dan Sweetman
DTh.....Dann Thomas
DTm.....Derek Thompson
DTu.....Dwayne Turner
DVa.....Dan Vado
DVd.....Darth Vader
DVm.....Dev Madan
DWe.....David Wenzel
DWh.....Doug Wheatley Jr
DWi.....Dameon Willich
DWl.....David Williams
DWo.....David Wong
DYa.....Derek Yaniger
DZi.....Dwight Zimmerman
EBa.....Eduardo Barreto
EBi.....Edwin Biukovic
EBr.....E. Nelson Bridwell
ECa.....Eddie Campbell
ECh.....Ernie Chua
ECo.....Ernie Colón
EDo.....Evan Dorkin
EHa.....Ed Hannigan
EHn.....Elizabeth Hand
EHr.....Everette Hartsoe
ELa.....Erik Larsen
ELe.....Elaine Lee
ELu.....Eric Lustbader
EMa.....Elliot S. Maggin
EMr.....Esteban Maroto
ENe.....Eddy Newell
ERe.....Eric Recourt
ESf.....Eric Shefferman
ESh.....Eric Shanower
ESi.....Eric Silvestri
ESk.....Evan Skolnick
ESp.....Eric Stephenson
FBr.....Frank Brunner
FBu.....Fred Burke
FCi.....Frank Cicocco
FFo.....Frank Fosco
FGo.....Frank Gomez
FHa.....Fred Harper
FHe.....Franz Henkel
FHy.....Flint Henry
FLo.....Frank Lovece
FLp.....Frank Lopez
FMi.....Frank Miller
FNi.....Fabian Nicieza
FPe.....Faye Perozich
FPr.....Fred Pierce
FRa.....Franchesco
FRo.....Frank Robbins
FSc.....Fred Schiller
FSl.....F. Solano Lopez
FSp.....Frank Springer
FTa.....Francis Takenaga
GAm.....Gary Amaro
GBa.....Glenn Barr
GBe.....Garrett Berner
GBn.....Greg Boone
GBo.....George Booker
GCh.....Gary Cohn
GCo.....Gene Colan
GCp.....Greg Capullo
GCy.....Gerry Conway
GDa.....Geof Darrow
GDi.....Glyn Dillon
GDk.....Glenn Dakin
GDv.....Guy Davis
GEn.....Garth Ennis
GEr.....Gerhard
GEs.....Gary Erskine
GEv.....George Evans
GFa.....Glenn Fabry
GFk.....Gary Frank
GFn.....George Freeman
GFo.....Gardner Fox
GFr.....Gary Friedrich
GFx.....Greg Fox
GGe.....Gabe Gecko
GGi.....Gary Gianni
GHa.....Gene Ha
GHd.....Glenn Herdling
GIs.....Geof Isherwood
GJo.....Gerard Jones
GKa.....Gil Kane
GKt.....Gary Kato
GKw.....Gary Kwapisz
GLa.....Greg LaRocque
GLo.....Gary Louapre
GLu.....Glenn Lumsden
GLz.....Greg Luzniak
GMa.....Graham Marks
GMg.....Guy Maxton-Graham
GMi.....Grant Miehm
GMo.....Grant Morrison
GMr.....Gray Morrow
GMs.....Gabriel Morrisette
GNo.....Graham Nolan
GPa.....George Papp
GPe.....George Pérez
GPu.....Gordon Purcell
GRe.....Grey
GRu.....Gary Russell
GSe.....Geoff Senior
GTa.....Gerry Talauc
GTu.....George Tuska
GUs.....Gary Ushaw
GWh.....Geoffrey White
GWr.....Gregory Wright
GYa.....Guang Yap
HAn.....Ho Che Anderson
HCh.....Howard Chaykin
HCo.....Hearn Cho
HEl.....Harlan Ellison
HFi.....Hart D. Fisher
HGo.....Hector Gomez
HHa.....Hugh Haynes
HKa.....Hank Kanalz
HKi.....Hannibal King
HMa.....Howard Mackie
HMr.....Henry Martinez
HNg.....Hoang Nguyen
HPe.....Harvey Pekar
HPo.....Howard Porter
HRa.....Humberto Ramos
HSh.....Herb Shapiro
HSi.....Howard Simpson
HTr.....Herb Trimpe
HWe.....Howard Weinstein
HZi.....Howard Zimmerman
ICh.....Ian Churchill
IEd.....Ian Edginton
INo.....Irv Novick
IVe.....Ivan Velez Jr.
JAc.....Jeff Aclin
JAl.....Jae Lee
JAp.....Jim Aparo
JAr.....John Arcudi
JAs.....Jay Allen Sanford
JBa.....Jim Baikie
JBd.....Judy Bogdanove
JBe.....Joe Bennett
JBg.....Jon Bogdanove
JBi.....Jerry Bingham
JBk.....James Brock
JBl.....Jim Balent
JBm.....John Broome
JBn.....John Bergin
JBo.....John Bolton
JBr.....June Brigman
JBt.....Jeff Butler
JBu.....John Buscema
JBy.....John Byrne
JBz.....Joe Brozowsky
JCa.....Joey Cavalieri
JCd.....Joe Chiodo
JCe.....John Cebollero
JCf.....Jim Calafiore
JCh.....Johnny Childish
JCi.....Johnny Craig
JCl.....Jim Callahan
JCm.....John Calimee
JCn.....John Calnan
JCo.....Joe Comstock
JCp.....J. Scott Campbell
JCr.....Jim Craig
JCs.....Jan Childress
JCy.....John Cleary
JCz.....John Czop
JDb.....Jose Delbo
JDc.....Jerry DeCaire
JDe.....Jamie Delano
JDi.....John Dixon
JDl.....John Dimeola
JDm.....J.M. DeMatteis
JDn.....John Dennis
JDo.....Julie Doucet
JDp.....Judith Dupre
JDr.....Jan Duursema
JDt.....Julie Ditrich
JDu.....Jo Duffy
JEs.....John Estes
JFe.....Jim Fern
JFl.....John Van Fleet
JFm.....John Francis Moore
JFn.....John Freeman
JFo.....John Forte
JFr.....James Fry III
JGa.....Jay Gavin (Werner Roth)
JGi.....Juan Gimenez
JGj.....J.G. Jones
JGn.....Jorge González
JGo.....Joel Goss
JGr.....Jeff Grubb
JGu.....Jackson Guice
JGz.....Jeff Gomez
JHa.....Jack C. Harris
JHb.....John Hebert
JHe.....Jamie Hewlett
JHi.....John Higgins
JHl.....Jim Hall
JHo.....Jon Holdredge
JHu.....James Hudnall
JJa.....Janet Jackson
JJb.....J J Birch
JJe.....Jeff Jensen
JJh.....Janine Johnston
JJm.....Joseph A. James
JJn.....J.B. Jones
JJo.....Jeff Johnson
JJu.....Joe Jusko
JKi.....Jack Kirby
JKl.....John Klebs
JKn.....Jeff Knight
JKu.....Joe Kubert
JLa.....Joe R. Lansdale
JLb.....Jeph Loeb
JLe.....Jim Lee
JLi.....Joseph Michael Linsner
JLm.....James Lyman
JLn.....John Paul Leon
JLo.....John Loeb
JLr.....Jonathan Larsen
JLy.....James Lyle
JLz.....José Luis García López
JMa.....Johji Manabe
JMc.....Jim McWeeney
JMd.....Joe Madureira
JMe.....Jeffrey Moore
JMi.....Jeff Mariotte
JMk.....Joseph M. Monks
JMl.....Jon Mould
JMo.....Jim Mooney
JMr.....John McCrea
JMs.....Jeff Matsuda
JMt.....Joe Matt
JMu.....Jon J. Muth
JMz.....José Marzan
JNo.....Justin Norman
JNs.....John Smith
JOb.....James O'Barr
JOd.....Joe Orlando
JOe.....Joe Benitez
JOh.....John Stinsman
JOi.....Joe Simon
JOl.....Joel Rose
JOr.....Jerry Ordway
JOs.....John Ostrander
JOw.....Jim Owsley
JOz.....Juan Ortiz
JPa.....Joe Paradise
JPc.....James Pascoe
JPe.....Jonathan Peterson
JPh.....Joe Phillips
JPi.....Joe St. Pierre
JPk.....Jay Scott Pike
JPl.....Jimmy Palmiotti
JPn.....Jacob Pander
JPo.....Jarrod Post
JPr.....Jerry Prosser
JPs.....Jason Pearson
JPu.....Jeff Purues
JQu.....Joe Quesada
JRa.....Jordan Raskin
JRb.....James Robinson
JRe.....John Reiber
JRi.....John Ridgeway
JRj.....John Romita Jr
JRl.....John Riley
JRn.....Jaxon Renick
JRo.....John Romita
JRs.....John Ross
JRu.....Joe Rubinstein
JRy.....John Royle
JRz.....John Rozum
JSa.....John Statema
JSc.....Jessie Chen
JSd.....Jan Strnad
JSe.....Jim Steranko
JSg.....Jerry Siegel
JSh.....Jim Shooter
JSi.....Joe Sinnott
JSl.....Javier Saltares
JSm.....Jeff Smith
JSn.....James T. Sherman
JSo.....Joe Staton
JSp.....Jack Sparling
JSr.....Jim Sherman
JSs.....Javier Saltares
JSt.....Jim Starlin
JSy.....John K. Snyder III
JSz.....Jozef Szekeres
JTh.....Jill Thompson
JTm.....Joel Thomas
JVa.....Jim Valentino
JVe.....Jason Vega
JVn.....James Vance
JWa.....John Wagner
JWi.....J.H Williams
JWk.....John Watkiss
JWl.....J Scott Williams
JWo.....Jim Woodring
JWp.....Jason Waltrip
JWt.....John Waltrip
JZa.....Jorge Zaffino
JZe.....Joe Zabel
JZn.....Juan Zannato
JZu.....Joel Zulueta
KAl.....Karl Altstaetter
KAt.....Kevin Altieri
KBa.....Kyle Baker
KBl.....Karl Bollers
KBo.....Kat Bolinger
KBu.....Kurt Busiek
KCa.....Kevin Campbell
KDe.....Kathryn Delaney
KDw.....Kieron Dwyer
KEa.....Kevin Eastman
KFu.....Kamui Fujiwara
KGa.....Kerry Gammill
KGi.....Keith Giffen
KHo.....Ken Hooper
KHp.....Kevin Hopgood
KHt.....Kyle Hotz
KJa.....Klaus Janson
KJo.....Kelley Jones
KJv.....Kirk Jarvinen
KKe.....Karl Kesel
KKo.....Kevin Kobasic
KKr.....Kelly Krantz
KLa.....Ken Landgraf
KLi.....Katy Llewellyn
KLn.....Kirk Lindo
KLs.....Ken Lashley
KMa.....Kevin Maguire
KMi.....Ken Mitchroney
KOn.....Kevin O'Neil
KOt.....Katsuhiro Otomo
KPe.....Kenneth Parrish
KPl.....Kilian Plunkett
KPo.....Keith Pollard
KPu.....Kelley Puckett
KQu.....Keith Quinn
KRs.....KRS-One
KSc.....Kurt Schaffenberger
KSt.....Ken Steacy
KVh.....Kevin VanHook
KWe.....Kevin West
KWi.....Kent Williams
KWl.....Keith Wilson
KWo.....Kirk Van Wormer
KYa.....Kim Yale
LAl.....Laura Allred
LAm.....Larry Marder
LCu.....Lowell Cunningham
LDu.....Leo Durañona
LEl.....Lee Elias
LHa.....Larry Hama
LHi.....Laura Hitchcock
LJi.....Leonardo Jimenez
LKa.....Len Kaminski
LLa.....Louis LaChance
LLe.....Larry Lieber
LMa.....Leonardo Manco
LMc.....Luke McDonnell
LMd.....Lee Moder
LMe.....Linda Medley
LMo.....Lou Mougin
LMr.....Lee Marrs
LNa.....Larry Nadolsky
LPe.....Linda Pendleton
LRo.....Lon Roberts
LSh.....Liam Sharp
LSi.....Louise Simonson
LSm.....Louis Small Jr.
LSt.....Larry Stroman
LSu.....Lee Sullivan
LSz.....Len Strazewski
LTo.....Lance Tooks
LWa.....Lamar Waldron
LWe.....Len Wein
LWk.....Lee Weeks
MAd.....Michael Adams
MAh.....Marc Hansen
MAl.....Michael Allred
MAn.....Murphy Anderson
MAq.....Mark Ahlquist
MAt.....Mat Broome
MBa.....Mark Bagley
MBd.....Mark Badger
MBe.....Mike Beachum
MBi.....Michael Bair
MBm.....Mary Bierbaum
MBn.....Mark Braun
MBo.....Mike Baron
MBr.....Mark Bright
MBu.....Mark Buckingham
MBy.....Mitch Byrd
MCa.....Marc Campos
MCf.....Mike Clift
MCh.....Mark Chiarello
MCl.....Manny Clark
MCn.....Mike Collins
MCo.....Max Collins
MCr.....Mike Carlin
MCy.....Mike Carey
MDa.....Malcolm Davis
MDe.....Mike Deodato Jr.
MDf.....Mandel Flor
MDg.....Max Douglas
MDi.....Mike DiGesu
MDm.....Mike A. Deming
MDn.....Michael Dooney
MDo.....Mike Docherty
MDr.....Mike Dringenberg
MDu.....Michal Dutkiewicz
MEg.....Marty Egeland
MEm.....Martin Emond
MEr.....Marc Erickson
MEu.....Michael Eury
MEv.....Mark Evanier
MFa.....Mark Farmer
MFh.....Mike Friedrich
MFl.....Michael Fleisher
MFo.....Maurice Fontenot
MFr.....Michael Jan Friedman
MGa.....Michael Gallagher
MGd.....Mimi Gold
MGi.....Michael T. Gilbert
MGl.....Manny Galan
MGn.....Mark Gruenwald
MGo.....Michael Golden

MGr.....Mike Grell
MGu.....Mike Gustovich
MGy.....Mick Gray
MGz.....Mike Gonzaga
MHa.....Mike Harris
MHe.....Michael Hernandez
MHi.....Michael Higgins
MHl.....Mike Holliman
MHn.....Mark Harrison
MHo.....Matt Howarth
MHp.....Marc Hempel
MHr.....Mitsi Herrera
MHs.....Mike Heisler
MIk.....Mike W. Barr
MIv.....Mike Iverson
MKa.....Mike Kanterovich
MKl.....Michael Wm. Kaluta
MKz.....Mike Kazaleh
MLa.....Mike D. Lawrence
MLc.....Mike Lackey
MLe.....Mike Leeke
MLn.....Mike Leonard
MLr.....Michael Lark
MLs.....Marty Lasick
MMa.....Mike Mayhew
MMc.....Mike McAvennie
MMe.....Mike S. Miller
MMh.....Michael McMahon
MMi.....Mike Mignola
MMk.....Mike McKane
MMl.....Marc McLaurin
MMn.....Mike Manley
MMo.....Mark Moretti
MMr.....Mark Millar
MMt.....Mary Mitchell
MMy.....Marat Mychaels
MNa.....Mike Nasser
MNe.....Mike Netzer
MNl.....Mark A. Nelson
MNw.....Mindy Newell
MOe.....Moebius
MOs.....Mamoru Oshii
MPa.....Martin Pasko
MPc.....Mark Pacella
MPe.....Mark Pennington
MPl.....Mike Ploog
MPn.....Mark Panicria
MPo.....Martin Powell
MPr.....Mike Parobeck
MRc.....Mark Ricketts
MRi.....Mike Richardson
MRo.....Marshall Rogers
MRs.....Marshall Ross
MRu.....Melvin Rubi
MSa.....Mike Sagara
MSc.....Matthias Schultheiss
MSe.....Marie Severin
MSh.....Mark Schultz
MSi.....Marc Silvestri
MSm.....Mark Schmitz
MSr.....Masamune Shirow
MSs.....Mary Skrenes
MSt.....Mark Stegbauer
MTa.....Mike Taylor
MTe.....Mark Texeira
MTh.....Mike Thibodeaux
MTn.....Mark Tenney
MVe.....Mark Verheiden
MVo.....Mike Vosburg
MWa.....Matt Wagner
MWb.....Mike W. Barr
MWd.....Mark Waid
MWe.....Matt Webb
MWh.....Mark Wheatley
MWi.....Mary Wilshire
MWo.....Mary Wolfman
MWr.....Mike Wieringo
MWv.....Michael Weaver
MWy.....M.C. Wyman
MZe.....Mike Zeck
MZu.....Michael Zulli
NAd.....Neal Adams
NBa.....Neal Barrett
NBr.....Norm Breyfogle
NCa.....Nick Cardy
NCh.....Nicolas Choles
NCo.....Nancy Collins
NCu.....Nicola Cuti
NDo.....Nigel Dobbyn
NDw.....Norm Dwyer
NEl.....Nelson
NFe.....Norman Felchle
NGa.....Neil Gaiman
NGi.....Noelle Giddings
NHa.....Neil Hanson
NNa.....Nick Napolitano
NPa.....Nina Paley
NRo.....Narsisco Roxas
NTu.....Nigel Tully
NVi.....Nick Vince
OCa.....Octavio Cariello
OIs.....Oliver Isabedra
OLo.....Oscar Gonzalez Loyo
OZa.....Oscar Zarate
PAb.....Paul Abrams
PAn.....Patty Anderson
PBo.....Phillip Bond
PBr.....Pat Broderick
PCh.....Paul Chadwick
PCo.....Pete Constanza
PCu.....Paris Cullins
PDa.....Peter David
PDi.....Paul Dini
PDn.....Paul Danner
PDu.....Paul Duncan
PEd.....Pedi
PFe.....Pascual Ferry
PFo.....Pete Ford
PGa.....Phil Gascione
PGi.....Peter Gillis
PGn.....Paul Guinan
PGo.....Peter Gross
PGr.....Peter Grau
PGs.....Phil Gosier
PGu.....Paul Gulacy
PHe.....Philip Hester
PJe.....Paul Jenkins
PJi.....Phil Jimenez
PJo.....Paul Johnson
PKr.....Peter Krause
PKu.....Paul Kupperberg
PLa.....Peter Laird
PLe.....Paul Levitz
PMa.....Pablo Marcos
PMc.....Patrick McEown
PMi.....Peter Milligan
PMs.....Pat Mills
PMu.....Peter Mullins
PNe.....Paul Neary
PNu.....Philip Nutman
POd.....Peter O'Donnell
POl.....Pat Oliffe
PPe.....Paul Pelletier
PPo.....Paul Pope
PRe.....Pat Redding
PRi.....Pino Rinaldi
PRy.....Paul Ryan
PSa.....Peter Sanderson
PSm.....Paul Smith
PSn.....Peter Snejbjerg
PSt.....Peter Stone
PTh.....Pamela Thibert
PWi.....Paul Witcover
PWn.....Phil Winslade
PZi.....Patrick Zircher
RAn.....Ross Andru
RAs.....Richard Ashford
RBa.....Ricardo Barriero
RBe.....Richard Bennett
RBo.....Robert Boyd
RBr.....Russel Braun
RBu.....Rich Buckler
RBy.....Reggie Byers
RCa.....Richard Case
RCm.....Richard Comely
RCo.....Rob Conte
RCr.....Roger Cruz
RDa.....Rob Davis
RDe.....Ricardo Delgado
REl.....Randy Elliott
RFl.....Robert Fleming
RFo.....Ron Foster
RFr.....Ron Frenz
RGa.....Ron Garney
RGe.....Rick Geary
RGr.....Randy Green
RGu.....Rebecca Guay
RHa.....Robert Hand
RHd.....Rich Hedden
RHe.....Russ Heath
RHo.....Rick Hoberg
RHw.....Richard Howell
RJh.....Rob Johnson
RJn.....Robert Jones
RJo.....R.A. Jones
RKa.....Robert Kanigher
RKy.....Rafael Kayanan
RLa.....Robert LaQuinta
RLc.....Rick Leach
RLd.....Rob Liefeld
RLe.....Rick Leonardi
RLi.....Ron Lim

RLo.....R.J.M. Lofficier
RLu.....Ralph Lumley
RLv.....Rick Levins
RMa.....Ralph Macchio
RMc.....Roger McKenzie
RMi.....Russ Manning
RMn.....Roland Mann
RMo.....Rags Morales
RMy.....Rick Mays
RMz.....Ron Marz
RNa.....Robert Napton
RNi.....Rafael Nieves
ROr.....Robert Ortaleza
RPa.....Rich Parker
RPc.....Richard Pace
RPh.....Rob Phipps
RPi.....Richard Pini
RPr.....Richard Piers Raynor
RQu.....Randy Queen
RRa.....Ron Randall
RRo.....Ronaldo Roxas
RSa.....Roger Salick
RSf.....Rob Stofega
RSl.....Roger Slifer
RSr.....Randy Stradley
RSt.....Roger Stern
RSu.....Robert Saunders
RTa.....Romeo Tanghal
RTh.....Roy Thomas
RTl.....R.G. Taylor
RTy.....Rurik Tyler
RVe.....Rick Veitch
RVi.....Ricardo Villagran
RWa.....Ron Wagner
RWh.....Rod Whigham
RWi.....Ron Wilson
RWl.....Rob Walton
RWs.....Robert L. Washington III
SAm.....Sal Amendola
SAp.....Shea Anton Pensa
SAr.....Sergio Aragonés
SBc.....Steve Buccellato
SBe.....Scott Benefiel
SBi.....Simon Bisley
SBk.....Stan Berkowitz
SBn.....Scott Benson
SBo.....Steven Boyett
SBs.....Stephen Bissette
SBt.....Steve Butler
SBu.....Sal Buscema
SBy.....Sarah E. Byam
SCa.....Steven Carr
SCh.....Sean Chen
SCi.....Sergio Cariello
SCk.....Scott Clark
SCl.....Scott Lee
SCp.....Steve Capr
SCr.....Steve Crespo
SCs.....Sandy Carruthers
SDi.....Steve Ditko
SDn.....Steve Dillon
SEa.....Scot Eaton
SEd.....Scott Edelman
SEl.....Steven Ellis
SEn.....Steve Englehart
SEp.....Steve Eptiing
SEr.....Steve Erwin
SFa.....Sean Fagan
SFu.....Simon Furman
SGd.....Stan Goldberg
SGe.....Steve Gerber
SGg.....Steve Geiger
SGi.....Scott Gimple
SGl.....Sam Glanzman
SGn.....Sam Grainger
SGo.....Steve Goupil
SGr.....Steven Grant
SHa.....Sam Hamm
SHb.....S. Clarke Hawbaker
SHm.....Scott Hampton
SHu.....Steve Hughes
SIm.....Stuart Immonen
SJa.....Scott Jackson
SJe.....Stuart Jennett
SJh.....Stewart Johnson
SJn.....Sheldon Jones
SJo.....Steve Jones
SJw.....Simon Jowett
SKi.....Sam Kieth
SKo.....Scott Kolins
SKw.....Sam Kweskin
SLa.....Steve Leialoha
SLb.....Steven Lieber
SLe.....Stan Lee
SLi.....Steve Lightle
SLo.....Scott Lobdell
SLr.....Sal Larroca
SMa.....Shawn Martinbrough
SMc.....Sean McLaughlin
SMd.....Scott McDaniel
SMi.....Steve Miller
SMo.....Shelly Moldoff
SMr.....Sparky More
SMs.....Shawn McManus
SMu.....Scott Multer
SNe.....Sid Greene
SPa.....Steve Parkhouse
SPe.....Scott Pentzer
SPh.....Sean Philips
SPl.....Scott Phillips
SPr.....Stefan Petrucha
SPt.....Stephen Platt
SPu.....Steve Pugh
SOw.....Sky Owens
SRo.....Steve Roman
SRu.....Steve Rude
SSc.....Sean Scoffield
SSe.....Steven T. Seagle
SSh.....Sean Shaw
SSi.....Steve Silvestri
SSk.....Steve Skeates
SSr.....Steve Skroce
SSt.....Steve Stern
SSu.....Steve Sullivan
SVa.....Steve Vance
SVe.....Sal Velluto
SWi.....Steve Wilson
SWo.....Stan Woch
SYe.....Steve Yeowell
TAk.....Tony Akins
TAr.....Tom Artis
TAu.....Terry Austin
TBe.....Terry Beatty
TBm.....Tom Bierbaum
TBr.....Tom Brevoort
TBt.....Todd Britton
TCa.....Tony Caputo
TCh.....Travis Charest
TCk.....Tomm Coker
TCo.....Terry Collins
TCr.....Tom Christopher
TDa.....Tony Daniel
TDe.....Tom DeFalco
TDn.....Todd DeZango
TDo.....Terry Dodson
TDr.....Tom Derenick
TDz.....Tony DeZuniga
TEe.....Trevor Von Eeden
TEl.....Tim Eldred
TGg.....Tom Grindberg
TGr.....Tom Grummett
THa.....Tony Harris
THe.....Terrance Henry
THl.....Ted Halsted
TIh.....Tatsuya Ishida
TIs.....Tony Isabella
TJo.....Tom Joyner
TKa.....Terry Kavanagh
TKl.....Todd Klein
TKr.....Teddy H. Kristiansen
TKy.....Tom Kyffin
TLe.....Tom Lee
TLo.....Todd Loren
TLu.....Tom Luth
TLy.....Tom Lyle
TMa.....Tom Mandrake
TMc.....Todd McFarlane
TMk.....Ted McKeever
TMo.....Tom Morgan
TMw.....Tod McCraw
TNa.....Ted Naifeh
TNg.....Takumi Nagayasu
TNu.....Todd Nauck
TOc.....Thomas O'Connor
TOz.....Tayyar Ozkan
TPe.....Tom Peyer
TRa.....Tom Raney
TRi.....Tom Richmond
TRo.....Trina Robbins
TRy.....Tom Ryder
TSa.....Tim Sale
TSc.....Tiziano Sclavi
TSg.....Tom Sniegoski
TSh.....Terry Shoemaker
TSi.....Tennyson Smith
TSl.....Ted Slampyak
TSm.....Tod Smith
TSn.....Tony Skinner
TSu.....Tom Sutton
TTe.....Ty Templeton
TTi.....Terry Tidwell
TTn.....Tom Tenney
TTr.....Timothy Truman
TTu.....Todd Tuttle
TVe.....Tom Veitch
TVi.....Tim Vigil
TWo.....Teri S. Wood
TYe.....Tom Yeates
URa.....Umberto Ramos
VBr.....Vic Bridges
VGi.....Vince Giarrano
VLo.....Vince Locke
VMa.....Val Mayerik
VRu.....Vince Russell
VSe.....Val Semeiks
WBo.....Wayne Boring
WEi.....Will Eisner
WJa.....Will Jacobs
WKo.....Walter Koenig
WLo.....William Messner-Loebs
WMc.....Walter McDaniel
WMo.....Win Mortimer
WPi.....Wendy Pini
WPl.....Warren Pleece
WPo.....Whilce Portacio
WRo.....Werner Roth
WSi.....Walt Simonson
WSm.....William Simpson
WVa.....Wayne Vansant
WWo.....Wally Wood
YGu.....Yvel Guichet
YLa.....Yancey Labat

DID YOU KNOW?

In 1971, there were serious discussions at Marvel to rename the Black Panther character, in order to disassociate him from the Black Panthers, the African-American militant organization. The top name choice for a new moniker? The Black Leopard, according to *Marvel Mania Magazine* #4, published in the mid-'70s. Thankfully, the name we're all familiar with stuck.

WIZARD PRICE GUIDE

AARDWOLF
AARDWOLF PUBLICATIONS (1994-current)

1 DCo CLa pulp comics for the 90's; lm'td print run, G. Morrow cvr.....2.95
1A certificate edition; very lm'td print run, signed by creators; includes an original art print.....15.95
2.....2.95
3 Robert Bloch story.....2.95

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DC COMICS (1995)

1 INVISIBLES tale, plus samplings of other upcoming Vertigo projects...0.99

ACTION COMICS
DC COMICS (1958-current)

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242 1&O:Brainiac.....785.00
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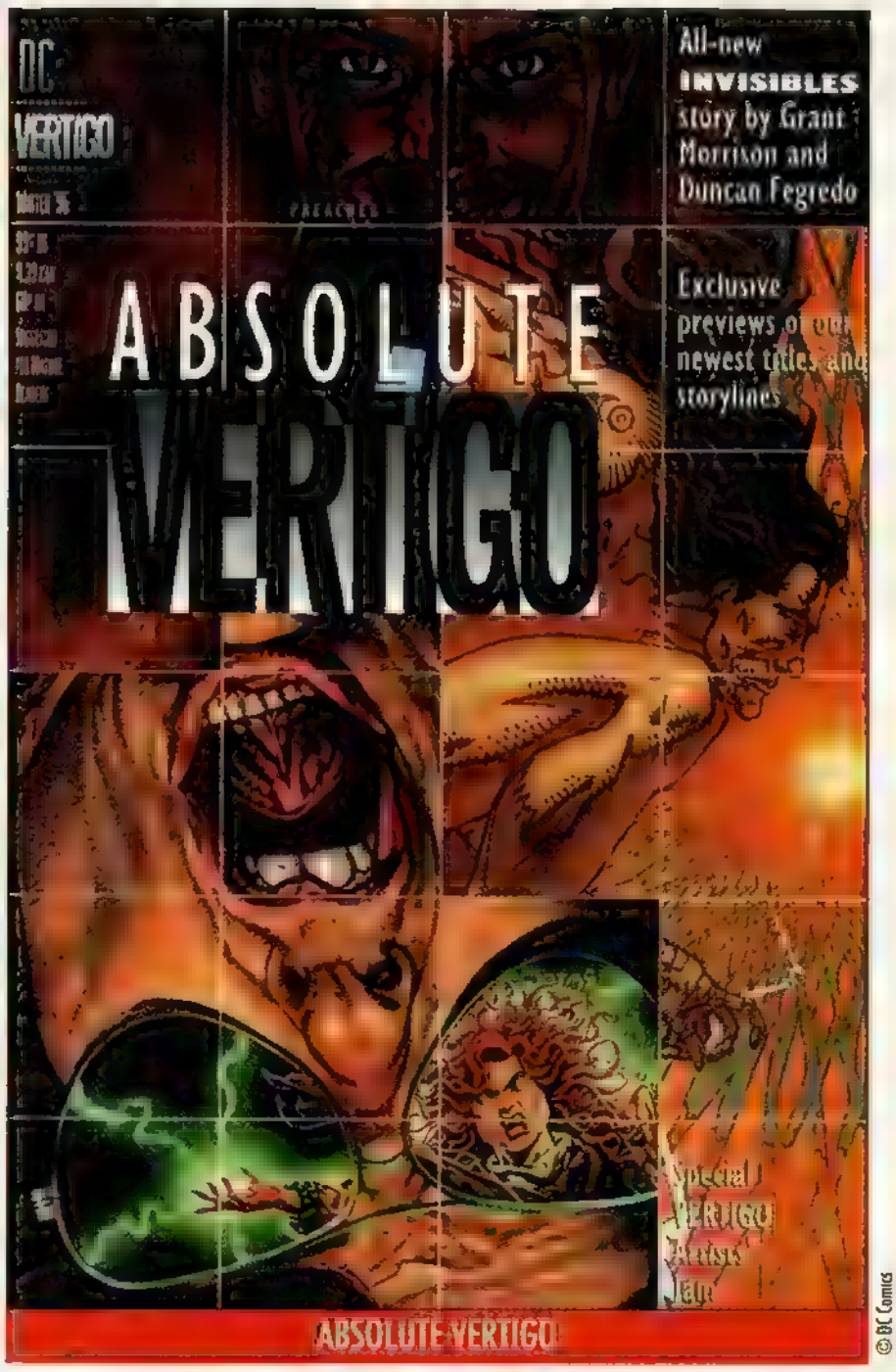
248 Congorilla.....100.00
249.....100.00
250 Tommy Tomorrow.....100.00
251 L:Tommy Tomorrow.....100.00
252 1&O:Supergirl.....950.00
253 Supergirl.....150.00
254 1st Superman & Bizarro meeting (see Superboy #68 for 1st app)175.00
255 1:Bizarro Lois.....100.00
256-260.....60.00
261 1:Streaky the Super-Cat.....55.00
262 Supergirl.....40.00
263 Bizarro World.....65.00
264-266.....40.00
267 1:Chameleon Boy,Invisible Kid, Colossal Boy.....280.00
268-269.....40.00
270 Batman.....50.00
271 vs Luthor.....38.00
272-274.....38.00
275 vs Brainiac.....38.00
276 MWi WBo Legion.....125.00
277-282.....38.00
283.....50.00
284 Mon-El.....48.00
285 Supergirl.....48.00
286.....25.00
287 MWi CSw Legion.....25.00
288 Mon-El.....25.00
289 JSi JMo Legion.....25.00
290 Legion,Phantom Girl.....25.00
291 O:Bootsie,Tigey.....18.00
292 Comet the Superhorse.....18.00
293 O:Comet.....45.00
294-296.....18.00
297-299 Mon-El.....18.00
300.....35.00
301-303.....12.00
304 1&O:Black Flame.....12.00
305 O:Supergirl.....12.00
306.....12.00
307 Saturn Girl.....12.00
308.....12.00
309 Legion,Batman.....16.00
310-313.....12.00
314 Justice League.....12.00
315-320.....12.00
321-333.....10.00
334.....18.00
335-339.....8.00
340 1&O:Parasite.....8.00
341-346.....7.00
347.....10.00
348-359.....7.00



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360 MWe CSw Giant-Size, Supergirl.....10.00
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410 CSw CBa Satanic son.....4.00
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451-452 CSw JSh.....3.00
453-454 CSw CBa.....3.00
455-486.....3.00
487-499 CSw CBa.....3.00
500 CSw MPa Legion,no ads, Superman's life story.....4.00
501-551.....2.00
552 Animal Man.....10.00
553 Animal Man.....8.00
554 GKa MWo dedicated to Joe Shuster & Jerry Siegel.....2.00
555-582.....2.00
583 CSw AMo "Last" Superman story,p2.....10.00
584 JBy JBy New T. Titans.....3.00
585-597 JBy JBy.....2.00
598 JBy JBy 1:Checkmate.....4.00
599 JBy JBy Metal Men.....2.00
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691 JGu RSt p17.....2.00
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693 JGu RSt.....1.50
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695 JGu RSt vs Lobo,multi-level foil-emb'd cvr enhancem't.....2.75
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696 JGu RSt on alien planet.....1.50
697 JGu RSt Bizarro's World,p3.....1.50
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DC COMICS (1955-1983)

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214 2nd Krypto.....455.00
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248-252 JKi Green Arrow.....90.00
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260 Origin retold: Aquaman (1st Silver-Age origin 5/59).....475.00
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269 1&O:Aqualad.....150.00
270 B:Congorilla.....62.00
271 O:Luthor.....150.00
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283 1:Phantom Zone.....75.00
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291 1st 12¢ cover price issue.....30.00
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293 Mon-El,1:Bizarro Luthor.....62.00
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302 D:Pondo-Man.....50.00
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304 D:Lightning Lad.....50.00
305 Dissolvo Lad.....50.00
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328-330.....21.00
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341 vs Computo.....12.00
342-345.....10.00
346 JSh JSh 1.Karate Kid, 1:Ferro Lad,1:Projectra.....12.00
347 CSw JSh Q:Nemesis.....10.00
348 GPa JSh O:Sun Boy,1:Dr. Zaxton Regulus.....11.00
349 CSw JSh 1:Universo.....11.00
350 CSw EBr 1:White Witch,1:R.J. Brande,1:Prince Evillo, Q:Superboy,Q:Supergirl.....10.00
351 CSw EBr Super-Pets.....10.00
352 CSw JSh 1:Sun-Eater,1:Mano, 1:Persuader,1:Tharok,1:Validus, 1:Emerald Empress.....9.00
353 CSw JSh D:Ferro Lad, D:Sun-Eater.....13.00
354-360.....9.00
361-364.....7.00
365 CSw JSh 1:Shadow Lass.....8.00
366 CSw JSh J:Shadow Lass.....7.00
367 CSw JSh 1:The Dark Circle, 1:Sensei.....7.00
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370 CSw JSh Mordru.....7.00
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374 WMo JSh Taurus Gang.....6.00
375 WMo JSh 1:Quantum Queen.....7.00
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ACTION COMICS #708... Superman and Mister Miracle are attacked by the enigmatic Deathtrap, who uses Apokolipsian technology to capture them.

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428-429 TDz Black Orchid 2.00
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462 D:Earth-2 Batman 6.00
463-503 ....1.50

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MARVEL (1972-1975)

previously Fear

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11-12 ....3.00
13-18 ....2.00
19 1:Howard the Duck, L:Man-Thing 15.00
20 B:Morbius 22.00
21-22 Morbius 10.00
23-31 Morbius 8.00

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1-4 FNi KMa O:Capt. America,PF 4.95

THE ADVENTURES OF CYCLOPS & PHOENIX

MARVEL (1994)

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ADVENTURES OF SUPERBOY

DC COMICS (1991)

previously Superboy (2nd)

15 ....1.00
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SPECIAL

1 CSw SBk Superboy revealed to exist only in Ma Kent's stories 1.75

ADVENTURES OF SUPERMAN

DC COMICS (1987-current)

previously Superman (1st)

0 Peer Pressure,p3 ....2.00
424 JOr MWo new Superman 2.00
425-453 ....1.50
454 JOr JOr 1:new Mongul 2.00
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521 Slm KKe Thorn returns 1.50
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ANNUAL 3 Arm 2001 ....2.00
ANNUAL 4 Eclipso 2.50
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13 ....40.00
14 1&O.Fly Girl 60.00
15-24 ....40.00
25-31 ....28.00

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ARCHIE (1961-1963)

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2 ....75.00
3 ....65.00
4-6 ....50.00
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ADVENTURES OF THE OUTSIDERS

DC COMICS (1986-1987)

previously Batman & The Outsiders

33-46 ....1.25

ADVENTURES ON THE PLANET OF THE APES

MARVEL (1975-1976)

1 GTu 3.50
2 GTu 2.50
3-11 ....2.00

AGENTS OF LAW

DARK HORSE (1995-current)

1 heroes defend futuristic city 2.50
2 Mecha, the armored hero 2.50

AKIRA

EPIC/MARVEL (1988-current)

1 KOt KOt 12.00
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3-17 KOt KOt 6.00
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25-27 KOt KOt 4.50
28-33 KOt KOt 4.50
34 ....5.00

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7-9 reprints issues #19-27 ....16.95
10 reprints issues #28-30 ....17.95

ALEX

FANTAGRAPHICS BOOKS (1994-current)

1 alcoholic dog's story 2.95
2 discovers cause of depression 2.95
3 visit from former classmate 2.95
4-5 ....2.95
6 Final issue 3.50

ALICE COOPER: LAST TEMPTATION OF ALICE

MARVEL (1994)

1-3 MZu NGa 1st of Marvel's Music Comics 4.95
TPB reprints mini-series 14.95

ALIEN³

DARK HORSE (1992)

1-3 adaptation of film 2.50

ALIEN LEGION

MARVEL (1984-1987)

1-2 FCi CPo 3.50
3-6 FCi CPo 3.00
7-20 ....2.00

2ND SERIES (1987-1990)

1-2 LSt AZe 2.50
3-18 LSt CDi 2.00

GRIMROD (1992)

GN MMh CDi 5.95

ONE PLANET AT A TIME (1993)

1-3 HNg CDi 4.95

ON THE EDGE (1990-1991)

1-4 LSt CDi 4.95

SLAUGHTERWORLD

TPB rep first series #1,#7-11 ....9.95

TENANTS OF HELL (1991)

1-2 LSt CDi 4.95

ALIENS

DARK HORSE (1988-1989)

1 ....35.00
1A 2nd print 4.75
1B 3rd print 2.75
1C 4th print 2.50
2 ....25.00
2A 2nd print 3.25
2B 3rd print 3.00
3 ....12.00
3A 2nd print 2.75
4 ....9.00
5 ....7.00
6 ....6.00
TPB reprints 1-6 ....11.95

2ND SERIES (1989-1990)

1 DBe MVe 10.00
2 DBe MVe 6.00
3 DBe MVe 5.00
4 DBe MVe Ripley app. 4.75
HC (2500) 79.95

BERSERKER (1995)

1 strike team sent to destroy aliens 2.50
2 biggest hive in history 2.50
3 traitor among team 2.50
4 slam-bang finale to mini-series 2.50

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10 ....2.50

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3-4 SKi MVe 6.00
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1 JAr DWi/MRi alien civ'l war 3.75
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3-4 JAr DWi/MRi 3.00
SC 13.95

HIVE (1992)

1 KJo JPr synthetic alien 4.00
2 KJo JPr 3.25
3 KJo JPr inside hive 3.00
4 KJo JPr D:Everyone 2.75
SC 13.95

LABYRINTH (1993-1994)

1 KPl JWo experiment on Aliens 2.50
2-3 KPl JWo 2.50
4 KPl JWo killer revealed 2.50

MONDO PEST (1995)

1-shot reprints DARK HORSE COMICS story 2.95

MUSIC OF THE SPEARS (1994)

1 composer captures Alien sounds 2.50
2 comp'r realizes he needs humans 2.50
3 ....2.50
4 Mozart's performance 2.50

NEWT'S TALE (1992)

1-2 ....4.95

ROGUE (1993)

1-4 WSm IEd 2.50
TPB reprints #1-4,Nelson cvr 14.95

SACRIFICE (1993)

1 PJo PMi PF,one-shot 4.95

STRONGHOLD (1994-current)

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4 DMn JAr 2.50

TRIBES (1995)

HC DDo SBs 24.95

ALIENS VS PREDATOR

DARK HORSE (1990)

0 Reprints-DHP #34-36 ....15.00
1 PNo RSt 11.00
1A 2nd print 2.50
2 PNo RSt 7.00
3 PNo RSt 6.00
4 CWa RSt 5.00
SC reprints series,new art pages 19.95
HC limited edition HC version 79.95

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2-3 JGu CCI 3.00
4-7 ....2.50
8-9 EBa CCI 2.50
10 EBa CCI 2.50

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1 2 issue mini-series 2.50
2 mini-series concludes 2.50

WAR (1995-current)

0 reprints serial from DARK HORSE INSIDER, w/new material 2.50

ALL-AMERICAN MEN OF WAR

DC COMICS (1952-1966)

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7-12 ....200.00
13-18 ....175.00
19 1st Code-approved issue 200.00
20-30 ....125.00
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73-81 ....40.00
82 B: Johnny Cloud 35.00
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109-117 ....12.00

ALL-STAR COMICS

DC COMICS (1976-1978)

58-74 ....1.50

ALL-STAR ARCHIVES

1 rep Golden Age "All Star Comics" #3-6,deluxe hardcover 49.95

ALL-STAR WESTERN

DC COMICS (1970-1972)

1 ....10.00
2-9 ....4.00
10 1:Jonah Hex 90.00
11 Jonah Hex 40.00

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ALPHA PRODUCTIONS (1995)

1 limited boxed set of ten signed comics and 1995 preview edition,plus card, button, and limited edition print 19.95

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MARVEL (1983-1994)

1 JBy JBy 1:Marrina,1:Puck, 1:Diamond Lil (cameo),O:Alpha Flight,1:Wild Child (cameo) 4.50
2 JBy JBy 1:Master 3.00
3-7 JBy JBy 2.50
8-10 JBy JBy 2.00
11 JBy JBy 1.Omega Flight,1:Roger Bochs,1.Diamond Lil (in full), 1:Wld Chd (in full),1.Flashback 2.50
12 JBy JBy D:Guardian,dbl sz 2.00
13 JBy JBy Wolverine 8.00
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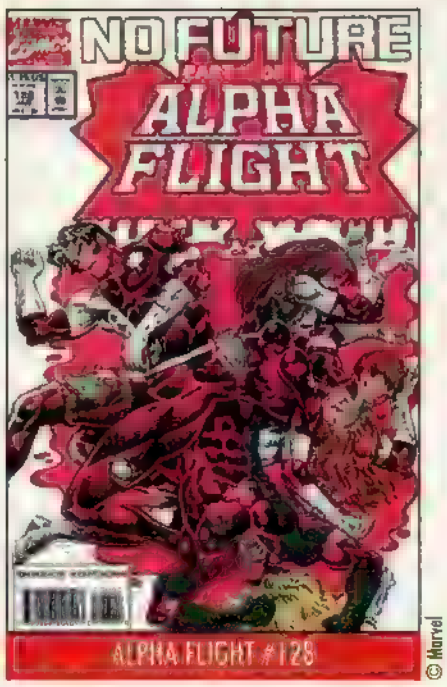
15 JBy JBy Sub-Mariner,Master 1.50
16 JBy JBy Sub-Mariner,Master, 1:Madison Jeffries 1.50
17 JBy JBy Wolverine 5.00
18 JBy JBy J:Heather 1.50
19 JBy JBy 1:Liz Twoyoungmen as Talisman 1.50
20-28 JBy JBy 1.50
29-30 MMi BMo 1.50



ALPHA FLIGHT #128

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31 O:Nemesis....1.50
32 1:Heather Hudson as Vindicator II....1.50
33 X-Men,1:Lady Deathstrike....7.00
34 SBu BMo Wolverine,Attuma, Lady Deathstrike....7.00
35-49....1.50
50 JBr BMo Northstar revealed to be a half-elf, dbl sz....1.50
51 JLe (1st Marvel work)....10.00
52 JBr BMo O:Bedlam,Wolverine....4.00
53 Wolverine....4.00
54 HHa BMo O:Goblyn....2.00
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58 JLe BMo vs Dream Queen....3.00
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60-62 JLe BMo....3.00
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89 MBi FNi p3,Wolverine....5.00
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91-105....1.50
106 MPc SLo Northstar reveals that he's gay,AIDS story, 1.Major Maple Leaf....3.00
106A 2nd print....1.75
107 TMo SLo World Tour, p1,X-Factor....2.00
108 TMo SLo p2,Soviet Super Soldiers....2.00
109 TMo JPr p3,1:Omerta,1:Brain Drain,1:Prodigy....2.00
110-119....1.75
120 PBr SFu 10th anniv,vs Hardliners, pin-up,bagged w/poster....2.25
121 PCu SFu Spider-Man....1.75
122 PBr SFu Infinity Crusade, B:Puck back-ups....1.75
123-125 PBr SFu Infinity Crusade....1.75
126 trapped in land of dead, Wildheart vs Wolverine....1.75
127....1.75
128 IR:Super Powers Registration Act mastermind....1.75
129....1.75
130 final issue,vs Omega Flight....2.25
ANNUAL 1....2.50
ANNUAL 2 JBr BMo Savage Land....2.00

ORIGIN SPECIAL

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SPECIAL (1991)

1-4 Reprints A.F. #97-100....1.50

AMAZING ADULT FANTASY

MARVEL (1961-1962)

7 SDi....320.00
8 SDi....260.00
9 SDi 1st 12¢ cover price issue....230.00
10-13 SDi....230.00
14 SDi Professor X prototype....320.00
becomes *Amazing Fantasy*

AMAZING ADVENTURES

MARVEL (1961)

1 1&O:Dr. Droom (with "r"),first Marvel superhero in Silv. Age....900.00
2....325.00
3-6....300.00
becomes *Amazing Adult Fantasy*

2ND SERIES (1970-1976)

1 JKi JKi B:Inhumans, B:Black Widow....15.00
2 JKi JKi Fantastic Four....9.00
3-4 JKi JKi Mandarin....9.00
5-6 NAd RTh Maximus....8.00
7 NAd GCy Lionel Dibbs....8.00
8 NAd RTh Thor,L:B.Widow....8.00
9 MSk GCy Magneto....6.00
10 MSe GCy Magneto, L:Inhumans....6.00
11 TSu GCy B.Beast, 1:Beast with fur....15.00
12 TSu SEn Iron Man....8.00
13 TSu SEn Brotherhood of Evil Mutants....8.00
14 TSu SEn Iron Man....8.00
15 TSu SEn 1:Griffin....8.00
16 BBn SEn Juggernaut....8.00
17 JSt SEn X-Men,L:Beast....8.00
18 NAd RTh 1&O:Killraven, B:War of the Worlds....12.00
19-39....5.00

3RD SERIES (1979-1981)

1 reprints X-Men #38,1/2 of #1....5.50
2 reprints X-Men #39,1/2 of #1....4.50
3 reprints X-Men #40,1/2 of #2....4.25
4-14 reprints X-Men issues....4.00

AMAZING FANTASY

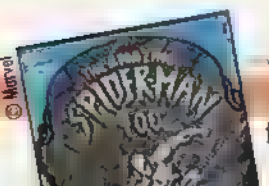
MARVEL (1962)

15 SDi SLe 1&O:Spider-Man,1:Aunt May,1&D:Uncle Ben,1:Flash Thompson,1:Burglar....19,250.00

AMAZING SPIDER-MAN

MARVEL (1963-current)

1 SDi SLe 1:Chameleon, 1:J. Jonah Jameson,1:John Jameson,Fantastic Four....14,000.00
1A Golden Record reprint,exact reprint but no cover price....85.00
1B Golden Record reprint, with record....200.00
2 SDi SLe 1:Vulture, 1:Tinkerer....2,250.00
3 SDi SLe 1&O:Dr. Octopus....1,225.00
4 SDi SLe 1&O:Sandman, 1:Betty Brant....1,050.00
5 SDi SLe Dr. Doom,FF....860.00
6 SDi SLe 1&O:Lizard....825.00
7 SDi SLe Vulture....600.00
8 SDi SLe Human Torch....600.00
9 SDi SLe 1&O Electro....650.00
10 SDi SLe 1:Enforcers, 1:Big Man....525.00
11 SDi SLe 2nd Dr. Octopus....400.00
12 SDi SLe Dr. Octopus....360.00
13 SDi SLe 1&O:Mysterio....375.00
14 SDi SLe 1:Green Goblin....1,200.00
15 SDi SLe 1&O:Kraven....320.00
16 SDi SLe Daredevil....250.00
17 SDi SLe Green Goblin....425.00
18 SDi SLe Sandman, 1:Ned Leeds....260.00
19 SDi SLe Sandman, 1:MacDonald "Max" Gargan....220.00
20 SDi SLe 1&O:Max Gargan as the Scorpion....275.00
21 SDi SLe Human Torch....175.00
22 SDi SLe Ringmaster, 1.Princess Python....175.00
23 SDi SLe Green Goblin....250.00
24 SDi SLe Mysterio....150.00
25 SDi SLe 1:Spider-Slayer, 1:Mary Jane (in shadows)....175.00
26 SDi SLe 1:Cr.Master....175.00
27 SDi SL Green Goblin....195.00
28 SDi SLe 1&O:Molten Man....250.00
29 SDi SLe Scorpion....130.00
30 SDi SLe 1:Cat Burglar....130.00
31 SDi SLe 1:Gwen Stacy, 1:Harry Osborne....130.00
32-33 SDi SLe Dr. Octopus....100.00
34 SDi SLe Kraven....100.00
35 SDi SLe Molten Man....100.00
36 SDi SLe 1:Looter....100.00
37 SDi SLe 1.Mendel Stromm....100.00
38 SDi SLe 1:Guy Named Joe....100.00
39 JRo SLe Green Goblin....140.00
40 JRo SLe 1st origin of Green Goblin....230.00
41 JRo SLe 1:Rhino....100.00
42 JRo SLe 1:Mary Jane (full)....100.00
43 JRo SLe 2nd app. of Rhino....70.00
44 JRo SLe 2nd app. of Lizard....70.00
45 JRo SLe Lizard....65.00
46 JRo SLe 1:Shocker....65.00
47 JRo SLe Kraven....65.00
48 JRo SLe 1&O:Vulture II....65.00
49 JRo SLe Kraven,Vulture....65.00
50 JRo SLe 1:Kingpin....325.00
51 JRo SLe vs Kingpin,1:Joseph "Robbie" Robertson....110.00
52 JRo SLe vs Kingpin....45.00
53 JRo SLe Dr. Octopus....40.00
54 JRo SLe Dr. Octopus....40.00
55 JRo SLe Dr. Octopus....40.00
56 JRo SLe 1:Captain George Stacy,Dr. Octopus....45.00
57 JRo SLe Ka-Zar....40.00
58 JRo SLe....45.00
59 JRo SLe Kingpin....40.00
60 JRo SLe Kingpin....40.00
61 JRo SLe Kingpin....40.00
62-67 JRo SLe....35.00
68-69 JRo SLe Kingpin....35.00
70 JRo SLe 1:Vanessa Fisk, Kingpin....35.00
71 JRo SLe Quicksilver....35.00
72 JRo SLe Shocker....35.00
73 JRo SLe 1:Man Mountain Marko,1:Silvermane....35.00
74 JRo SLe Silvermane,Maggia....35.00
75 JRo SLe D:Silvermane,Maggia....30.00
76 JBu SLe Lizard....30.00
77 JBu SLe Human Torch,Lizard....30.00
78 JBu SLe 1:Prowler....30.00
79 JBu SLe vs Prowler....30.00
80 JBu SLe Chameleon....30.00
81 JBu SLe 1&O:Kangaroo....30.00
82 JRo SLe O:Electro....30.00
83 JRo SLe 1:Richard Fisk (as The Schemer)....35.00
84 JRo SLe Kingpin,Schemer....30.00
85 JRo SLe O:Schemer....30.00
86 JRo SLe O:Black Widow, new BW costume,no more wig....30.00
87 JRo SLe Peter reveals his identity to Gwen Stacy....30.00
88 JRo SLe Dr. Octopus....30.00
89 GKa SLe Dr. Octopus....30.00
90 GKa STe D:Captain Stacy....40.00
91 GKa STe 1:Sam Bullit....30.00
92 GKa STe Iceman....30.00
93 JRo SLe Prowler....30.00
94 JRo SLe O:Spider-Man....45.00
95 JRo SLe London terrorists....25.00
96 GKa SLe Green Goblin, Drug issue....60.00
97 GKa SLe Green Goblin, Drug issue....50.00
98 GKa SLe Green Goblin, Drug issue....60.00
99 GKa SLe prison riot....30.00
100 GKa SLe anniversary issue, Peter grows four new arms....150.00
101 GKa RTh 1:Morbius....155.00
101A reprint....2.00
102 GKa RTh O:Morbius,giant sz....115.00
103 GKa RTh Ka-Zar,Kraven, 1:Gog....25.00
104 GKa RTh Ka-Zar vs Kraven, O:Gog....25.00
105 GKa SLe Spider-Slayer....25.00
106 JRo SLe Spider-Slayer....25.00
107 JRo SLe D:Spider-Slayer....25.00
108 JRo SLe 1:Monks of the Hidden Temple....25.00
109 JRo SLe Dr. Strange....25.00
110 JRo SLe 1:Gibbon,Kraven....25.00
111 JRo GCy Kraven....25.00
112 JRo GCy Dr. Octopus....25.00
113 JRo GCy 1:Hammerhead....25.00
114 JRo GCy O:Hammerhead....25.00
115 JRo GCy Dr. Octopus....25.00
116 re-does story from Spectacular Spider-Man Magazine #1....25.00
117 re-does Spect. Mag. #1....25.00
118 re-does Spect. Mag. #1....25.00
119 JRo GCy vs the Hulk....30.00
120 GKa GCy Hulk....30.00
121 GKa GCy Green Goblin kills Gwen Stacy....80.00
122 GKa GCy Green Goblin dies in battle with Spider-Man....110.00
123 GKa GCy vs Luke Cage....20.00
124 GKa GCy 1:John Jameson as The Man-Wolf....20.00
125 RAn GCy O.Man-Wolf....20.00
126 RAn GCy IR:Kangaroo....20.00
127 RAn GCy 1:Vulture III....20.00
128 RAn GCy O:Vulture III....20.00
129 RAn GCy 1:Jackal, 1:Punisher,1&D:Mechanic....250.00
130 RAn GCy 1:Spider Mobile, vs Hammerhead,Dr. Octopus....20.00
131 RAn GCy Aunt May &Dr. Octopus' wedding....20.00
132 JRo GCy Molten Man....20.00
133 RAn GCy IR:Molten Man....20.00
134 RAn GCy Punisher, 1:Tarantula....30.00
135 RAn GCy IR:Tarantula....55.00
136 RAn GCy 1:Harry Osborne as Green Goblin II....40.00
137 RAn GCy vs Green Goblin II....25.00
138-140 RAn GCy....25.00
141 RAn GCy 1:Mysterio II....25.00
142 RAn GCy IR:Mysterio II, 1:Gwen Stacy's clone....25.00
143 RAn GCy 1:Cyclone, IR:Gwen Stacy's clone....25.00
144-147 RAn GCy....25.00
148 RAn GCy....40.00
149 RAn GCy D Jackal, 1&D:Peter Parker's clone....135.00
150 GKa AGo clone pt 2....65.00
151 RAn LWe clone pt 3....50.00
152-160....16.00
161 RAn LWe Nightcrawler, Punisher,1:Jigsaw (hidden), Wolverine & Colossus app....18.00
162 RAn LWe Nightcrawler, 1:Jigsaw(full),Punisher....12.00
163-173 RAn LWe....7.00
174 RAn LWe Punisher,Hitman....18.00
175 RAn LWe Punisher, D:Hitman....18.00
176 RAn LWe 1:Bart Hamilton as Green Goblin III....15.00
177 RAn LWe vs Green Goblin III....15.00
178 RAn LWe Silvermane, Green Goblin III....15.00
179 RAn LWe Silvermane, Green Goblin III....15.00
180 RAn LWe O:Green Goblin III, Silvermane....15.00
181 SBu BMa O:Sp-Man retold....9.00
182 RAn MWo Rocket Racer....8.00
183 RAn MWo IR:Rocket Racer, 1:The Big Wheel....8.00
184 RAn MWo 1:White Dragon II....8.00
185 RAn MWo White Dragon II, Peter Parker misses graduating from college....8.00
186 RAn MWo Chameleon....8.00
187 JSt MWo Electro....8.00
188 KPo MWo Jigsaw....8.00
189-190 JBy MWo Man-Wolf....8.00
191 KPo MWo Spencer Smythe....8.00
192 KPo MWo Smythe,Fly....8.00
193 KPo MWo Fly,Mysterio I....8.00
194 KPo MWo 1:Black Cat....15.00
195 KPo MWo O:Black Cat....8.00
196 AMi MWo Kingpin,Aunt May's death faked....7.00
197 KPo MWo Kingpin....7.00
198-199 SBu MWo....7.00
200 KPo MWo/SLe double size, burglar who killed Uncle Ben dies fighting Spider-Man....25.00
201-202 KPo MWo Punisher....20.00
203-208....6.00
209 AWe DOn Kraven,1:Calypso, Spider-Woman & Tigra app....10.00
210 JRj DOn....10.00
211-224....6.00
225 JRj RSt 1:Foolkiller II....6.00
226 JRj RSt Foolkiller II,Black Cat....6.00
227 JRj RSt Black Cat fakes her own death....6.00
228 RLe JSd Spider-Murders....6.00
229 JSt RSt vs Juggernaut, Madame Web....6.00
230 JRj RSt Juggernaut, Madame Web....6.00
231 JRj RSt Cobra,Mr.Hyde....6.00
232 JRj RSt Mr. Hyde....6.00
233 JRj RSt Tarantula....6.00
234 JRj RSt Will O' The Wisp, Tarantula mutated....6.00
235 JRj RSt Tarantula,O:Will O' The Wisp....6.00
236 JRj RSt D:Tarantula,Will O' The Wisp....6.00
237 BHl BMa Stilt Man....6.00
238 JRj RSt 1&O:Hobgoblin, Lakeside tattoo....60.00
238A w/o tattoo....24.00
239 JRj RSt vs Hobgoblin....35.00
240 JRj RSt Vulture....7.00



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AMAZING SPIDER-MAN #400... The old bag finally kicks the bucket, but not before 'fessing up that she's known for years that Peter was Spidey and that she was proud of him. Oh yeah, then Pete gets arrested for murder.

WIZARD PRICE GUIDE

241 JRj RSt O:Vulture ..7.00
242 JRj RSt Awesome Android 7 00
243 JRj RSt 7.00
244 JRj RSt Hobgoblin 10.00
245 JRj RSt Hobgoblin, D:Hobgoblin II (Lefty Donovan) 16.00
246 JRj RSt daydreams 7.00
247 JRj RSt Frogman,Thunderball 7.00
248 JRj RSt Thunderball,"Kid Who Collects Spider-Man" 7.00
249 JRj RSt Hobgoblin vs Kingpin 13.00
250 JRj RSt Hobgoblin 13.00
251 RFr RSt vs Hobgoblin, Secret Wars tie-in 13.00
252 RFr RSt 1: Alien Costume (later becomes Venom) 28.00
253 RLe TDe 1:Rose 8.00
254 RLe TDe Jack O' Lantern 6.00
255 RFr TDe 1:Black Fox, Red Ghost 6.00
256 RFr TDe 1:Puma 6.00
257 RFr TDe Puma,Hobgoblin, costume revealed to be alive ...10.00
258 Hobgoblin 10.00
259 RFr TDe Hobgoblin, O:Spider-Man 15 00
260 RFr TDe Hobgoblin 10.00
261 RFr TDe Hobgoblin vs Harry Osborne 11.00
262 BLa BLa IR:Spider-Man 7.00
263 BLa BLa 1:Spider-Kid 5.00
264 PAn CAg 1&O:Red 9 .....5.00
265 RFr TDe 1:Silver Sable, vs Black Fox 13.00
265A 2nd print 1.25
266 SBu PDa Toad vs Frogman, Spider-Kid 5.00
267 BMc PDa Human Torch 5.00
268 RFr TDe Secret Wars II, Golden skyscraper 5.00
269 RFr TDe vs Firelord 5.00
270 RFr TDe vs Firelord,Avengers 5.00
271 RFr TDe Crusher Hogan vs Mayhem 5.00
272 SBu TDe 1&O:Slyde 5.00
273 RFr TDe Puma,Secret Wars II..... 5.00
274 RFr TDe Secret Wars II,Spidey vs Zarathos,Mephisto 11.00
275 RFr TDe Hobgoblin,dbl sz, rep Amazing Fantasy #15 .....13.00
276 RFr TDe Hobgoblin,Flash Thompson framed 10.00
277-278 .....4.50
279 RLe TDe Missing in Action, Silver Sable vs Jack O'Lantn 4.50
280 RFr TDe Silver Sable vs Sinister Syndicate 6.00
281 RFr TDe Hobgoblin vs Jack O' Lantern 12.00
282 RLe TDe X-Factor 6.00
283 RFr TDe Hobgoblin,Titania, Absorbing Man 6.00
284 RFr TDe Gang War,p1,Punisher, Hobgoblin,The Rose 10.00
285 AKp TDe p2,Punisher, Hobgoblin,Jack O' Lantern 18.00
286 AKp JOw p3,Hobgoblin, Jack O' Lantern,Rose 7.00
287 ELa JOw p4,Spidey vs Daredevil,Hobgoblin cameo 7.00
288 AKp JOw p5,Punisher,Falcon, Hobgoblin,Daredevil,Black Cat,Kingpin 10.00

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289 AKp PDa dbl sz,IR:Hobgoblin, Wolverine cameo,1:new Hobgoblin (Jack O' Lantern) 20.00
290 Peter proposes to Mary J. 6.00
291 JRj DMi Spider-Slayer, Mary J. refuses proposal 6.00
292 ASa DMi Mary J. accepts, Spider-Slayer 6.00
293 MZe JDm Kraven s Last Hunt, p2,Spider hallucination 10.00
294 MZe JDm p5,Kraven commits suicide 10.00
295 CMn ANo Mad Dog Ward, continued from Web #33 .....6.00
296 vs Dr. Octopus 6.00
297 ASa DMi Dr. Octopus 6.00
298 TMc DMi 1:Venom (cameo), 1st Todd McFarlane Spidey 36.00
299 TMc DMi Venom (cameo) 30.00
300 TMc DMi 1&O:Venom(full story), R:red & blue costume 66.00
301 TMc DMi vs Silver Sable 15.00
302 TMc DMi 1:Wes Cassady, vs Dr. Nero 15.00
303 TMc DMi Silver Sable, Sandman 15.00
304 TMc DMi 1:Jonathan Caesar, Black Fox,Prowler,"Webs" 10.00
305 TMc DMi Black Fox,Prowler, Johnny Carson 15.00
306 TMc DMi Chameleon,Black Cat, Humbug,Action #1 cover 10.00
307 TMc DMi O:Chameleon, Mary J. kidnapped 10.00
308 TMc DMi vs Taskmaster 10.00
309 TMc DMi 1:Styx & Stone, vs Jonathan Caesar 10.00
310 TMc DMi Killer Shrike,Peter returns to college,Tinkerer 7.00
311 TMc DMi Inferno,Mysterio, Hobgolbin cameo 7.00
312 TMc DMi Inferno,Green Goblin vs Hobgoblin 20.00
313 TMc DMi Inferno,vs Lizard 7.00
314 TMc DMi Christmas story, Peter & MJ evicted 7.00
315 TMc DMi Venom, Hydro-Man 18 00
316 TMc DMi Venom 18.00
317 TMc DMi Venom,Thing 18 00

318 TMc DMi Scorpion, Justin Hammer 10.00
319 TMc DMi Rhino,Scorpion, Blacklash 10.00
320 TMc DMi AssassiNation Plot, p1,Silver Sable,Paladin 10.00
321 TMc DMi p2,S.Sable,Paladin 7.50
322 TMc DMi p3,Silver Sable, Sabretooth (in shadow only) 7.50
323 TMc DMi p4,Paladin,Solo, Captain America,S.Sable 9.00
324 ELa DMi p5,Sabretooth,Solo, Captain America,S.Sable 12.00
325 TMc DMi p6,Silver Sable, Red Skull 8.00
326 CDo DMi Acts of Vengeance, Graviton 7.00
327 ELa DMi Acts of Vengeance, Cosmic Spidey,Magneto 5.00
328 TMc DMi Acts of Vengeance, Cosmic Spidey,vs Hulk, Sebastian Shaw 10.00
329 ELa DMi Acts of Vengeance, Cosmic Spidey,1:Tri-Sentinel, Loki,Sebastian Shaw 5.00
330 ELa DMi Venom,Punisher 6.50
331 ELa DMi Venom,Punisher, Black Cat 6.50
332 ELa DMi Jay Leno,Malcolm Forbes,Venom,Styx & Stone 8.00
333 ELa DMi Venom vs Styx & Stone 8.00
334 ELa DMi Return of the Sinister Six,p1,Iron Man 4.00
335 ELa DMi p2,Shocker,Captain America,Hobgoblin 4.00
336 ELa DMi p3,D:Nathan Chance, Kingpin,Dr.Strange 4.00
337 ELa DMi p4,S.Sable,Nova 4.00
338 ELa DMi p5,Sandman vs Silver Sable 4.00
339-343 .....4.00
344 ELa DMi Venom,Cardiac vs Rhino,1:Cletus Kasady 11.00
345 MBa DMi Venom,Cardiac vs Boomerang,Venom costume infects Cletus Kasady 12.00
346 ELa DMi vs Venom 9.00
347 ELa DMi vs Venom on deserted island 9.00

348 ELa DMi Avengers,Sandman, Black Fox 3.00
349 ELa DMi Dr.Doom,Black Fox 3.00
350 ELa DMi Dr.Doom,Black Fox, Todd McFarlane pin-up 5.00
351 MBa DMi Nova vs Tri-Sentinel 3.00
352 MBa DMi Nova,Tri-Sentinel 3.00
353 MBa AMi Round Robin,p1, Punisher,Darkhawk 3.00
354 MBa AMi p2,Punisher,Moon Knight,Nova,Night Thrasher 3.00
355 MBa AMi p3,Punisher,Nova, Night Thrasher,vs Seekers 3.00
356 MBa AMi p4,Punisher,Nova, Moon Knight,vs Seekers 3 00
357 MBa AMi p5,Punisher,Nova, Darkhawk,vs Thunderball 3.00
358 MBa AMi p6,Punisher,Moon Knight,D'khawk,N. Thrasher, Nova,vs Midnight,gatef'd cvr 3.00
359 CMa DMi Cardiac, Cletus Kasady 7.00
360 CMa DMi Cardiac vs Spider-Man,1:Carnage (cameo) 8.00
361 MBa DMi 1:Carnage (full), O:Cletus Kasady 16.50
361A 2nd print 1.25
362 MBa DMi Carnage,Venom, Human Torch 10.00
362A 2nd print 1.25
363 MBa DMi Carnage,Venom, 1:Peter s parents (in story) 9.00
364 MBa DMi vs The Shocker, Wildpack 2.00
365 30th anniv,Peter meets parents, hologram cvr,poster,vs Lizard, O:Sp-Man,SM 2099 preview 8.00
366-367 Red Skull,Taskmaster 1.75
368 Spider Slayers 1.75
369-370 .....1.75
371-372 vs Spider-Slayer 1.75
373 vs Spider-Slayer 2.50
374 vs Venom 2.50
375 foil cover,30th anniv,Venom 6.00
376 JJo DMi vs Cardiac, Styx & Stone 1.50
377 JJo DMi teams up w/Cardiac against Styx & Stone 1.50
378 MBa DMi Maximum Carnage, p3,Venom vs Carnage 1.50
379 MBa DMi Maximum Carnage,p7, teams w/Venom against Carn....1.50
380 MBa DMi Max. Carnage,p11 .....1.50
381 MBa DMi truth about Peter's parents,Hulk 1.25
382 MBa DMi Hulk 1.25
383 MBa DMi vs the Jury 1.25
384 MBa DMi vs the Jury 1.25
385 MBa DMi teams w/Jury 1.25
386 MBa DMi Lifetheft,p1 .....5.50
387 MBa DMi Lifetheft,p2 .....5.50
388 MBa DMi Lifetheft,p3,dbl sz, coll.'s edit'n,parents' secret 3.75
388A MBa DMi newsstand edition ...2.50
389 Pursuit,p4,vs Chameleon 1.50
390 Spidey tries to fix his life, metallic ink cvr,16-pg comic 2.95
390A regular edition 1 50
391 MBa JDm vs Shriek & Carrion 1.50
392 MBa JDm Peter Parker No More; PP withdraws into SM 1.50
393 MBa JDm Shrieking,concl. 1.50
394 MBa JDm Power and Responsibility, p2;Spidey and his clone take on Judas Traveller;w/flip book and 2 foil stamped covers 3.25
394A regular edition 1.50
395 MBa JDm the Puma returns 1.50
396 MBa JDm Spidey & Daredevil vs. new Vulture & Owl, there's something up with Mary Jane....1.50
397 MBa JDm dbl-sz; Web of Death,p1; poisoned SM vs. Stunner; Doc Ock 2.25
398 MBa JDm Web,p3; Doc Ock 1.50
399 MBa JDm Smoke and Mirrors,p2; Spidey & Scarlet Spider battle Jackal; plus, who's in that in suspended animation? 1.50
400 MBa JDm dbl-sz, die-cut enhanced cvr; Aunt May dies! 3 95
400A regular cover edition 2.95
401 MBa JDm Mark of Kaine,p2; Peter busts out of jail 1.50
402 MBa JDm Judas Traveller 1.50
ANNUAL 1 SDi SLe 1:Sinister Six,Avengers & FF & X-Men Dr. Strange cameos 435.00

SPECIAL 2 SDi SLe Dr. Strange, 1:Xandu 225.00
SPECIAL 3 DHe SLe Hulk,Aveng's, rep Amazing SpM #11-12 ....75.00
SPECIAL 4 LLe SLe Human Torch, Mysterio,Wizard 75 00
SPECIAL 5 LLe SLe A:World War II era Red Skull,1&O:Peter Parker's parents (flashback)....80.00
SPECIAL 6 rep #18,Annual #1, Spidey story in FF Ann #1 ....25.00
SPECIAL 7 rep #1,2,38... ....22.00
SPECIAL 8 rep #46,50,57....22.00
SPECIAL 9 rep Spect. SpM #2....15.00
ANNUAL 10 GKa BMa 1:Human Fly....14.00
ANNUAL 11 DPe BMa 1:Sp der-Squad,1:Man-Spider.... ....14.00
ANNUAL 12 rep #119,120 ....14.00
ANNUAL 13 JBy JSh Doc Ock....14.00
ANNUAL 14 FMi DOn Dr. Doom, Dr. Strange,Dormammu....14.00
ANNUAL 15 FMi DOn Punisher vs Dr.Octopus 19 00
ANNUALS 16-20 ....6 00
ANNUAL 21 PRy DOn M:Peter and MJ,Spider-Man cover....15 00
ANNUAL 21A Tuxedo cover 17 00
ANNUAL 22 ....8 00
ANNUAL 23 RLd DMi She-Hulk vs Abomination 8 00
ANNUAL 24 GKa DMi Spidey's Tiny Adv,Antman....3.50
ANNUAL 25 ....3.00
ANNUAL 26 ....3.00
ANNUAL 27 1:Annex,w/card....2.95
ANNUAL 28 vs Carnage 2.95
ASHCAN 16-pg. primer,profiles. 0.75
GIANT SIZE 1 RAn LWe Dracula, 1:Equinox,rep Strange Tales Annual #2 ....16.00
GIANT SIZE 2 RAn LWe Master of Kung-Fu,Fu Manchu,rep Annual #3 ....8.00
GIANT SIZE 3 RAn GCy Doc Savage,rep #16 ....8.00
GIANT SIZE 4 RAn GCy 1:Moses Magnum,Punisher,reprint Annual #2 ....45.00
GIANT SIZE 5 RAn GCy Lizard, Gerald Ford 6 00
GIANT SIZE 6 rep Annual #4.. ....6 00

AMAZING SPIDER-MAN MARVEL MILESTONE

MARVEL (1994)
1 reprints #149, metallic ink cvr 2.95
2 reprints #3, metallic ink cvr 2.95

AMAZING SPIDER-MAN SUPER SIZE SPECIAL

MARVEL (1995-current)
1 DHo DMi flip book mini-series; Planet of the Symbiotes,p1 ....3.95

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THE AMAZING X-MEN

MARVEL (1995)
previously *X-Men (2nd series)*
1 AKb FNi The Age Of Apocalypse; deluxe edition,glossy stock; Magneto leads team into battle....3.00
2 AKb FNi deluxe ed., glossy stock; battle with Apocalypse 1.95
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IMAGE (1994-current)
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2 MDa PWi Scarecrow....1.75
3-5 SCr PWi 1.75
6 Anima's quest, Eris unleashed....1.95
7 ZERO HOUR, becomes physically separated from Animus 1.95
8 Nameless One loose on Earth....1.95
9 Superboy, Nameless One 1.95
10 Superboy, battle against Nameless One's hordes in Hawaii....1 95
11 Nameless One in Hollywood 1 95
12 N'less One,Shrike,Hawkman....1.95
13 Hawkman, the Shrike 1.95
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2 CTr GMo Superman 10.00
3-5 CTr GMo....6.00
6-10 CTr GMo 5.00
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23-26 CTr GMo 2.00
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42 DKl TVe roadkills 1.75
43 SDn TVe Buddy's soul....1.75
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81 FHa JPr Wild Type,p1 ....1.95
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83 FHa JPr saves baboons 2.25
84 FHa JPr Maxine enters alt. reality .2.25
ANNUAL 1 Children's Crusade 3.95
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DC COMICS (1968-1969)
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3 NCa BHy 120.00
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6 NCa BHy 80 00
7-10 NCa BHy 60.00
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13-17 NCa BHy 35.00
18 M:Aquaman & Mera,JLA....35.00
19-20 NCa BHy 35.00
21-30 ....30.00
31-32 NCa BHy 20.00
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MINI-SERIES (1986)
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6 KHo SMc vs Manta 1.50
7 KHo SMc Justice League,R:Mera 1.25
8 KHo SMc Aqualad,Batman, 1:Nicodemus....1.25
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1 MEg PDa teams with Aqualad against Charybdis....1.50
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ANNUAL 1 Tim Hunter 3.95

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0A Gold logo version....50.00
1 BWs JSh Unity,ch 3, Eternal Warrior 7.00
2 BWn JSh Unity,ch 11,Turok 9.00
3 BWs killer ninja nuns....5.00
4-6 BWs 4.00
7 ANi BWs....4.00
8 1:Ivar,Time-Walker, same as Eternal Warrior #8 ....8.50
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15-16 in Las Vegas 2 25
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18-25 ....2.50
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ARCHIE COMICS (1994)
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ARE WE HAVING FUN YET?

FANTAGRAPHICS BOOKS (1994)
BGr Zippy the pinhead's guide to life and fun....12.95

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DC COMICS (1991-1992)
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ARMAGEDDON: INFERNO

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2 Lobo,Guy Gardner....1.00
3 AAd/WSi LMc R:JSA 1.00
4 AAd/WSi JSA....1.50

ARMAGEDDON 2001

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1A 2nd print,Silver 2.25
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VALIANT (1994-1995)
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27 RBu DMo O:Deathlok....10.00
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ATOM SPECIAL
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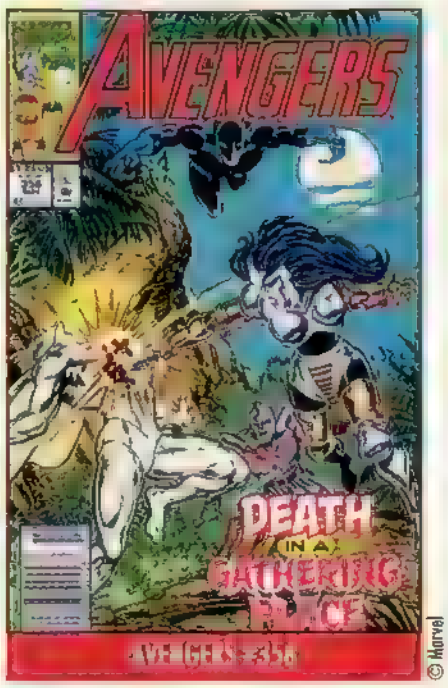

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GN BHl DMi Dr. Doom vs Avengers ..7.95

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MARVEL (1989-1991)
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21-40 ....1.25

AVENGERS STRIKE FILE
MARVEL (1993-current)
1 BHa computer-enhanced retell'g of Op:Galactic Storm,pin-ups 1.75

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MARVEL (1993-current)
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DC COMICS (1956-current)
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128 ....120.00
129 O:Robin 170.00
130 ....115.00
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132 BKa vs Sea-Fox 80.00
133 Bat-Mite 80.00
134 BKa rainbow creature 80.00
135 BKa Batman II,Robin II 80.00
136 Joker 125.00
137 BKa Mr. Marvel 80.00
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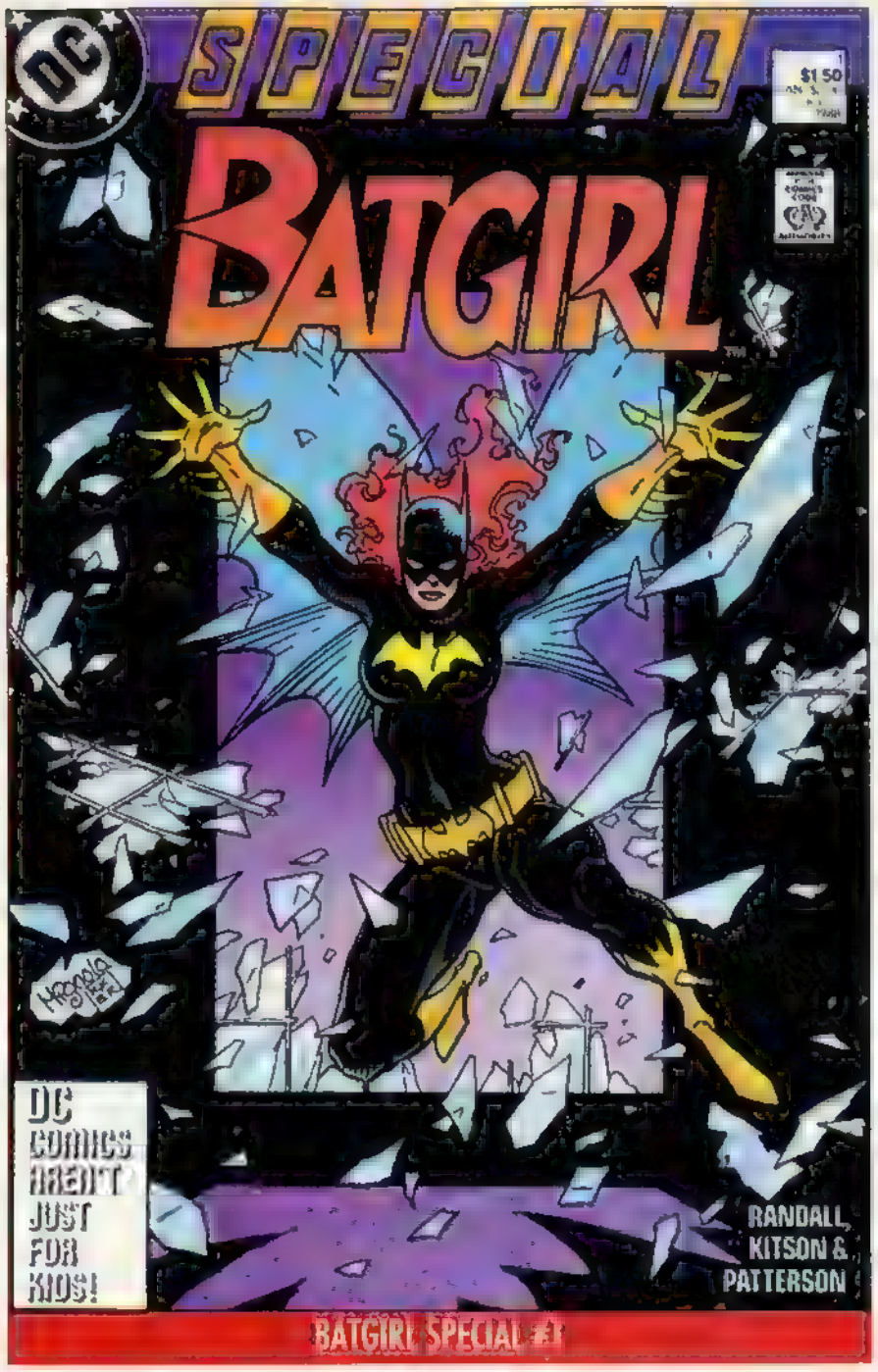

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140 BKa Joker,Bat-Girl(old) 90.00
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142 BKa Robot Guardian 80.00
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144 BKa Bat-Mite,Bat-Girl(old) 80.00
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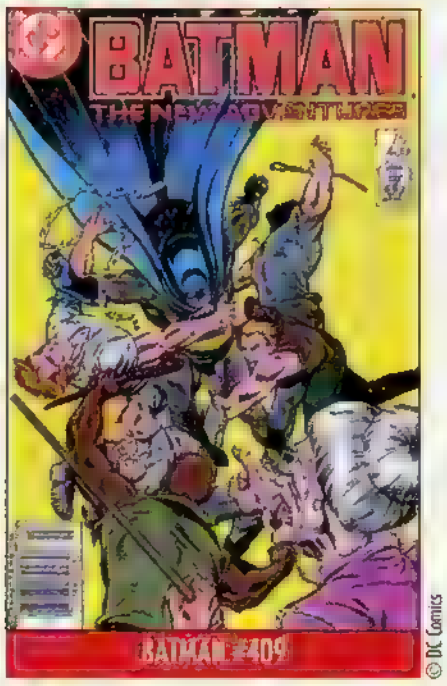
ANGELA #1... When angel/Spawn-hunter extraordinaire, Angela, is framed, her friends must find a witness to prove her innocence. Their star witness is none other than Al Simmons (a.k.a. Spawn).

WIZARD PRICE GUIDE



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332 solo Catwoman story 6.00
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(DC/IMAGE)

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DC COMICS (1995)
1 KOn AGr Bat-Mite needs B. Overdog's help to stop Bane-Mite 4.95

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DC COMICS/MARVEL (1994)
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DC COMICS (1992)
1-3 MBd GJo 4.95

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TPB reprints #1-3, w/artwork gallery 5.95

BATMAN VS. PREDATOR II: BLOODMATCH
DC COMICS/DARK HORSE (1994-1995)
1 PGu DMo lone Predator arrives in Gotham to challenge Batman 2.50
2 PGu DMo Batman & Huntress tangle w/Predator, Gordon lies in coma 2.50
3 PGu DMo more Predators arrive in Gotham 2.50
4 PGu DMo conclusion to mini-series 2.50

BATTLESTAR GALACTICA
MARVEL (1978-1980)
1-5 TV adaptation 3.00
6-23 original stories 1.50

BATTLESTONE
IMAGE (1994)
1 mini-series for hero 2.50
2 Final issue; hunts down Roarke 2.50

BEAUTY AND THE BEAST
MARVEL (1985)
1 Beast,Dazzler 2.00
2-4 Beast,Dazzler 1.75

BEAUTY AND THE BEAST
INNOVATION (1993)
1 Newsstand Edition 2.50
1A Deluxe Edition 3.95
2-7 ....2.50

BEAVIS & BUTT-HEAD
MARVEL (1994-current)
1 RPk MLc MTV cartoon stars critique comics 7.00
2 RPk MLc fun in the morgue 4.00
3 RPk MLc fast food job 3.00
4-15 ....1.95
16 ....1.95
GREATEST HITS (1994)
TPB reprints #1-4 w/new material 12.95
HOLIDAZED AND CONFUSED (1995)
TPB collection of holiday stories 12.95
TRASHCAN EDITION (1994)
TPB reprints #5-8 ....12.95

BEST OF MARVEL:1994
MARVEL (1994)
TPB reprints 10 of the year's best 12.95

BEVERLY HILLBILLIES
DELL (1963-1971)
1 TV show tie-in,photo cvr 100.00
2 Photo cvr on all issues except #10 ....60.00
3-6 ....45.00
7-9 ....35.00
10 No photo cover 20.00
11-12 ....35.00
13-18 ....25.00
19-21 ....20.00

BEWARE THE CREEPER
DC COMICS (1968-1969)
1 ....40.00
2-6 ....20.00

THE BIG BOOK OF DEATH
PARADOX/DC COMICS (1995)
SC everything you ever wanted to know about death & dying 12.95

THE BIG BOOK OF URBAN LEGENDS
PARADOX/DC COMICS (1994)
SC first in DC's new Paradox Press line; weird but true city tales 12.95

THE BIG BOOK OF WEIRDOS
PARADOX/DC COMICS (1995)
SC illust'd bios of famous oddballs 12.95

BILL THE GALACTIC HERO
TOPPS (1994-current)
1-3 MGu HZi 4.95

BISHOP
MARVEL (1994-1995)
1 1:Mountjoy; foil-stamped cvr 3.50
2 foil stamped cvr; new secrets 2.95
3-4 ....2.95

BLACK AND WHITE
IMAGE (1994)
1 ATh PTh new pair of heroes 1.95
2 ATh must save Whitney's uncle 1.95
3 ATh Final issue 1.95

BLACK CAT
MARVEL (1994-current)
1 AWm TKa mini-ser's,vs Cardiac 1.50
2 AWm TKa up against Faze 1.50
3 AWm TKa/JCa teams w/Cardiac 1.50
4 AWm TKa/JCa goes after Scar; Chimera's secret revealed 1.50

BLACK FLAG
IMAGE (1994)
PREVIEW ED. DFr limited edition 1.95
MAXIMUM PRESS (1995-current)
1 DFr action and adventure series 2.50
2 DFr new addition to team 2.50
3 DFr battle w/terrorists 2.50
4 DFr Sniper at Gillz's mercy 2.50

BLACKHAWK
DC COMICS (1957-1984)
108 1st DC issue 300.00
109-112 ....100.00
113-120 ....90.00
121-136 ....75.00
137-145 ....50.00
146-160 ....40.00
161-166 ....35.00
167 1st 12-cent issue 40.00
171-180 ....20.00
181-190 ....10.00
191 ....8.00
192-240 ....6.00
241-250 ....3.00
251-272 ....1.50
273 final issue 3.00
2ND SERIES (1989-1990)
1-6 ....1.50
7 ....2.50
8-16 ....1.75
MINI-SERIES (1988)
1-3 ....3.50
SPECIAL (1992)
1 ....3.50

BLACK LIGHTNING
DC COMICS (1977-1978)
1 ....4.00
2-11 ....2.00
2ND SERIES (1994-current)
1 ENe TIs Black Lightning returns with a new look & new attitude 1.95
2 ENe TIs battles Pain Killer 1.95
3 ENe TIs Pain Killer & King set trap 1.95
4 ENe TIs the Royal Family gang 1.95
5 ENe TIs wounded Black Lightning reminisces 2.25

BLACK ORCHID
DC COMICS)
MINI-SERIES (1988-1989)
1 DMk NGa O:Black Orchid 6.50
2 DMk NGa Batman,Joker, Riddler,Poison Ivy 7.00
3 DMk NGa Swamp Thing 6.00
TPB reprints #1-3 ....19.95
SERIES (1993-1995)
1 JTh DFo 2.50
1A Platinum edition 35.00
2 JTh DFo 2.25
3 JTh DFo vs Logos 2.25
4 JTh DFo 1:Nick 1.95
5 JTh DFo Swamp Thing 1.95
6 JTh DFo in San Antonio,TX 1.95
7-12 RGu DFo 1.95
13 RGu DFo W. Brody tries therapy 1.95
14 RGu DFo vs. Black Annis 1.95
15 RGu DFo Kobolds in NYC 1.95
16 RGu DFo Suzy looks for Junkin 1.95
17 RGu DFo A Twisted Season,p1 ....1.95
18 Season,p2; Suzy learns secret of Horae's power over Junkin 1.95

AQUAMAN #7... Aquaman and Koryak fight those wacky guys from Apokolips who attacked them, Koryak's mom is transformed into a fire elemental (isn't that Firestorm's job now?), and Aqualad's captured by shark-men.

WIZARD PRICE GUIDE

19-20 A Twisted Season,p3-4 ....1.95
21 A Twisted Season,p5 ....2.25
22 final issue 2.25
ANNUAL 1 Children's Crusade 3.95

BLACK PANTHER
MARVEL (1977-1979)
1 JKi JKi 1:Collectors 10.00
2 JKi JKi Six Million Year Man 5.00
3-10 ....4.00
11-15 ....3.00
MINI-SERIES (1988)
1-4 vs Supremacists 1.50
PANTHER'S PREY (1991)
1-4 DWa DMc vs Solomon Prey 4.95

BLADE: THE VAMPIRE HUNTER
MARVEL (1994-current)
1 DWh IEd Foil-stamped cvr 2.95
2-3 DWh IEd Dracula 1.95
4-5 DWh IEd Voodoo 1.95
6 NNa IEd lost love returns 1.95
7 DWh IEd Deacon Frost 1.95
8 DWh JEd seeks help from Morbius 1.95
9 DWh TKa Blade faces decision about Bible John 1.95
10 Dracula Untombed,p1 ....1.95
11 Dracula Untombed,p2 ....1.95

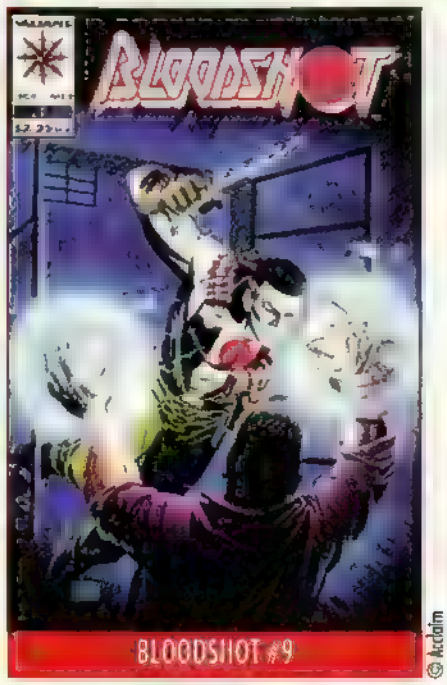
BLAZE
MARVEL
MINI-SERIES (1993-1994)
1-4 RWa HMa 1.75
SERIES (1994-current)
1 HMr LHa on the road, IceBox Bob, embossed foil-stamped cvr 2.95
2 HMr LHa meets Man-Thing 1.95
3 HMr LHa vs. IceBox Bob, secret of Holden Blevins 1.95
4 HMr LHa Apache Autumn,p1 ....1.95
5 HMr LHa Apache Autumn,p2 ....1.95
6 HMr LHa Autumn,p3; Warpath & Wendigo 1.95
7 HMr LHa relationships 1.95
8 HMr LHa Arcade 1.95
9 HMr LHa secret of Clara's eyeballs 1.95
10 GEs LHa vampire biker gang 1.95
11 GEs LHa Punisher 1.95

BLOOD & GLORY
MARVEL (1992)
1-3 KJa DCh Cap & Punisher 5.95

BLOODBATH
DC COMICS (1993)
1 CWj end of Bloodlines story 3.50
2 CWj Superman & New Blood vs aliens & the Taker 3.50

BLOODFIRE
LIGHTNING (1993-current)
0 O:Brian Reace 3.50
1 1:Bloodfire,foil-stamped cvr 8.00
1A platinum edition 40.00
2 O:Bloodfire 5.50
3 1: Dreadwolf, 1: Perg, 1: Judgment Day 4.75
4 ....4.50
5 Halloween polybag,Perg card, travels to N. Jersey,vs Storman 3.75
6-12 ....2.95

BLOOD PACK
DC COMICS (1995)
1 CTa CMr new team of heroes battles metahuman terrorists 1.50
2 CTa CMr Superboy 1.50
3 CTa CMr producer problems 1.50
4 CTa CMr final issue 1.50



BLOODSHOT #9
© Acclaim

BLOODSHOT
ACCLAIM/VALIANT (1992-current)
0 KVh O:Bloodshot,Etern. Warrior, full chromium cvr by JQu 5.00
0A gold edition 45.00
1 Chromium cover,part of his O 9.00
2 DPe KVh returns to NY,vs Ax 4.00
3 DPeKVh mob discovers Bloodshot's identity 4.00
4 DPe KVh Project:Rising Spirit revealed 3.50
5 Rai 3.50
6 1:Ninjak 6.00
7 DPe KVh Ninjak 5.00
8 MMo KVh Geoff the Geomancer 2.75
9-10 DPe KVh 2.25
11-14 ....2.25
15-17 DPe KVh 2.25
18 AWn KVh tracks a missile 2.25
19 MVo KVh vs vigillante clown 2.25
20 Chaos Effect-Gamma,p1 ....2.25
21 price on Bloodshot's head 2.25
22 hunted by the Immortal Enemy 2.25
23 vs. Cinder; 1: Harbinger Foundation's Black Ops team 2.25
24 Bloodshot & Geomancer take on the Immortal Enemy 2.25
25 Uzzi the clown is back! 2.25
26 battle in Everglades 2.25
27 Bloodshot Rampage,p1; B'shot turns into ultimate killing machine 2.25
28 Bloodshot Rampage,p3 ....2.25
29 Rampage concludes; Ninjak 2.25
30 NBr KVh menace from the future 2.25
31 NBr KVh battles the nanite-killer 2.25
32 SCh KVh battles vampires 2.25
33 SCh KVh vampires 2.25
YEARBOOK 1 MBi KVh love story 3.95
YEARBOOK 2 goes to South America 2.95

BLOODSTRIKE
IMAGE (1993-current)
1 ....2.95
2-3 ....1.95
4 RLd KGi returns to Wash., D.C. 1.95
5-7 ....1.95
8 Chapel joins team 1.95
9 ....1.95
10 Extreme Prejudice,p7,coupon 1.95
25 Images of Tomorrow 1.95
11 x-over with Savage Dragon 1.95
12 no more team 1.95
13 ....2.50
14 Geist goes against Bloodstrike 2.50
15 War Games,p1, x-over w/Prophet 1.95
16 War Games,p2, x-over concludes 2.50
17 Geist and Jagger 1.95
18 Extreme Sacrifice,p2; bgd w/card 2.50
19 sent to hunt down the Horde 2.50
20 Lily & Bailout join new team 2.50
21 Epiphany's Horde 2.50

BLOOD SYNDICATE
DC COMICS (1993-current)
1 Direct Market,bagged 3.50
1A Newsstand 2.00
2-8 ....1.50
9 O Blood Syndicate 1.50
10 Shadow War, spot-varnished cvr,dbl sz 2.50
11-17 ....1.50
18-24 ....1.75
25 dbl-sz 2.95
26 ....1.75
27 ....1.75

BLOODWULF
IMAGE (1995-current)
1 mini-series for Bloodwulf 2.50
2 must save Ogo 2.50
3 underwater battle 2.50

BOB MARLEY: TALE OF THE TUFF GONG
MARVEL (1994)
BOOK ONE:IRON GCo/TSi CHl three part bio of famed Reggae superstar 5.95
BOOK TWO GCo CHl 5.95
BOOK THREE GCo CHl final issue 5.95

BOB, THE GALACTIC BUM
DC COMICS (1994-1995)
1 new mini-series; Lobo & Stealth 1.95
2 Bob & friends crash land on the planet Gnulp; Lobo & Stealth 1.95
3 Lobo & Stealth pursue Bob 1.95
4 final issue 1.95

BONE #2
© Jeff Smith

BONE
CARTOON BOOKS (1991-current)
1 JSm 180.00
1A 2nd printing 15.00
1B 3rd printing 8.00
1C 4th printing 5.00
1D 5th printing 3.25
2 JSm 100.00
2A 2nd printing 10.00
3 JSm 80.00
3A 2nd printing 8.00
4 JSm 50.00
5 JSm 40.00
6 JSm 40.00
7 JSm 30.00
8 JSm 25.00
9 JSm 8.00
10 JSm 7.00
11-18 JSm 2.95
19 JSm Phoney the Dragon-Slayer! 2.95
THE COLLECTED ADVENTURES (1993-1994)
Vol.1 SC reprints issues #1-6 ....12.95
Vol.2 SC reprints issues #7-12 ....12.95

BOOK OF THE DEAD
MARVEL (1993-current)
1-6 ....1.75

BOOK OF THE NIGHT
DARK HORSE
1-2 ....2.00
HC 49.95

BOOKS OF MAGIC
DC COMICS (MINI-SERIES, 1990-91)
1 JBo NGa 1:Tim Hunter, Phantom Stranger 7.50
2 SHm NGa John Constantine 8.50
3 CVe NGa Dr. Occult 6.50
4 PJo NGa Mister E 6.00
TPB 19.95
SERIES (1994-current)
1 JRe solo series for Tim Hunter 3.00
2 JRe vs Manticore 1.95
3 p3,Tim tries to save Faerie 1.95
4 guest starring Death from THE SANDMAN! 4.50
5 Tim gets new "guardian angel" 1.95
6 Sacrifices,p1 ....1.95
7 Sac'fices,p2;Tim must save his dad 1.95
8 p3, Tim faces evil future self 1.95
9-11 Artificial Heart, p1-3 ....1.95
12 Auberon searches for his soul 1.95
13 Tim's parentage revealed 2.50
BINDINGS (1995)
TPB reprints #1-4 ....12.95

BRAM STOKER'S DRACULA
TOPPS (1992-1993)
1 movie tie-in, bagged w/cards 2.95
1A red foil cvr 25.00
2-4 bagged w/cards 2.95
TPB reps. #1-4, w/behind the scenes info & special art; foil enhanced cvr 13.95

BRAT PACK
KING HELL/TUNDRA (1990-1991)
1 RVe RVe 6.50
1A 2nd print 3.00
2-4 RVe RVe 4.00
5 RVe RVe 3.25

BRAVE & THE BOLD
DC COMICS (1955-1983)
1 Viking Prince 1,700.00
2 ....500.00
3 ....300.00
4 ....300.00
5 Robin Hood 300.00
6-10 ....250.00
11-12 ....200.00
13-22 ....180.00
23 O:Viking Prince 250.00
24 ....180.00
25 1: Suicide Squad 475.00
26-27 Suicide Squad 220.00
28 MSk GFo 1:JLA. O:Snapper Carr 4,200.00
29 MSe GFo 2nd JLA 1,600.00
30 MSe GFo 3rd JLA 1,400.00
31 Cave Carson 235.00
32-33 Cave Carson 100.00
34 1&O: Silver-Age Hawkman 1,500.00
35 Hawkman 400.00
36 Hawkman 325.00
37 Suicide Squad 150.00
38 Suicide Squad 140.00
39 Suicide Squad. 1st 12¢ issue 140.00
40-41 Cave Carson 80.00
42 Hawkman 225.00
43 O:Hawkman 275.00
44 Hawkman 190.00
45-49 Strange Sports 30.00
50 Green Arrow 85.00
51 Aquaman,Hawkman 140.00
52 Sgt. Rock 80.00
53 Flash,Atom 30.00
54 1&O:Teen Titans 175.00
55 Atom,Metal Men 20.00
56 Flash,John J'onzz 20.00
57 1:Metamorpho 100.00
58 Metamorpho 40.00
59 Batman 50.00
60 Teen Titans 60.00
61 Starman,Black Canary 50.00
62 Starman 50.00
63 Wonder Woman,Supergirl 15.00
64 Batman,Eclipso 50.00
65 Doom Patrol 15.00
66 Metal Men,Metamorpho 12.00
67 Batman 25.00
68 Batman 45.00
69 Green Lantern 20.00
70 Hawkman,Batman 20.00
71 Green Arrow 20.00
72 Spectre 15.00
73 Aquaman, Atom 15.00
74 Metal Men,Batman 15.00
75 Spectre,Batman 15.00
76 Plastic Man 15.00
77 Batman,Atom 15.00
78 Wonder Woman 15.00
79 NAd Deadman, Batman 27.00
80 NAd Creeper,Batman 25.00
81 Flash,Batman 25.00
82 Aquaman,Batman 25.00
83 Teen Titans 37.00
84 Sgt. Rock 25.00
85 Green Arrow 25.00
86 Deadman,Batman 25.00
87 Wonder Woman 15.00
88 Wildcat 15.00
89 Phantom Stranger 15.00
90 Adam Strange 15.00
91 Black Canary 15.00
92 Batsquad 15.00
93 NAd House of Mystery 25.00

94 Teen Titans 10.00
95 Plastic Man 10.00
96 Sgt. Rock 10.00
97 Wildcat 10.00
98 Phantom Stranger 10.00
99 Flash,Batman 10.00
100 NAd Green Arrow 25.00
101 Metamorpho 5.00
102 Teen Titans 10.00
103 Batman 5.00
104 Deadman 5.00
105 Wonder Woman 5.00
106 Green Arrow 5.00
107 Black Canary 5.00
108 Sgt. Rock 5.00
109 Demon 5.00
110 Wildcat 5.00
111 Joker,Batman 12.00
112-117 100 Pgs,Batman 7.00
118 Joker,Batman 11.00
119 Man-Bat 4.00
120-121 Batman 4.00
122 Swamp Thing 4.00
123-124 Batman 4.00
125 Flash 4.00
126 Aquaman 4.00
127-128 Batman 4.00
129-130 Green Arrow,Joker 11.00
131 Wonder Woman,Catwoman 4.00
132-139 ..... 4.00
140 Wonder Woman 4.00
141 Black Canary,Joker 10.00
142 Batman 3.50
143 O:Human Target 3.50
144-146 Batman 3.50
147 Supergirl 3.50
148 Plastic Man 3.50
149 Teen Titans 3.50
150 Superman (mystery hero) 3.50
151-165 ..... 3.50
166 Black Canary,1:Nemesis 3.50
167 Batman 3.50
168-178 Batman 3.50
174 Green Lantern 3.50
175 Lois Lane 3.50
176 Swamp Thing 3.50
177-178 Batman 3.50
179 Legion,Batman 3.50
180 Spectre 3.50
181 Hawk & Dove 3.50
182-190 Batman 3.50
191 Joker,Batman 8.00
192 Batman 3.50
193 D:Nemesis 3.50
194 Flash 3.50
195-198 Batman 3.50
199 Spectre 3.50
200 1:Outsiders,final issue 8.00

MINI-SERIES (1991-1992)

1-6 SAp MGr/MBo Butcher, Green Arrow,Question 1.75

BREAK THE CHAIN

MARVEL (1994-current)

1 KBa KRs/KBa quarterly series co-written by rapper KRS-One, includes audio cassette 6.99

BREAK-THRU

MALIBU (1993-1994)

1 GPe bookend for major Ultraverse crossover event 3.00
1A Ultra-limited/foil edition 40.00
2 GPe heroes converge upon moon, vs Quattro,Warstrike vs Wrath 2.50

'BREED

MALIBU (1994)

1 JSt O:'Breed (Raymond Stoner), first bk under Bravura imprint 3.50
1A newsstand ed, variant cvr, bgd 2.95
2 JSt gov't asks for 'Breed's help 2.75
3 JSt 2.50
4 JSt discovers his mom's alive 2.50
5 JSt assassins attack,w/ Bravura Gold Stamp 2.50
6 JSt w/Bravura Gold Stamp 2.50
TPB reprints mini-series w/special features; comes bagged w/Bravura Gold "Hot" Stamp 12.95

'BREED II (1994-1995)

1 JSt new mini-series for 'Breed 2.95
2 JSt Raymond near death after fight 2.95
3 JSt battles demon 2.95
4 JSt captures another 'Breed 2.95
5 JSt Rachel's spirit 2.95
6 JSt final issue; battles other 'Breed 2.95

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BRIGADE

IMAGE (1993)

0 RLd story of how team was formed,Battlestone vs Y'blood & Shaft,Emp 1.95

MINI-SERIES (1992-1993)

1 MMy RLd 1.Brigade 6.00
1A limited ed.,gold foil cover 65.00
1B Limited ed.,gold foil signed 90.00
2 With coupon 5.75
2A Without coupon 3.00
3 ..... 1.95
4 ..... 2.50

REG. SERIES (1993-current)

1 ..... 1.95
2 Mirri-cote cover 2.95
3 MMy ESp Battlestone vs Cabbot,GPe cover 1.95
4 new aspects to Seahawk's & Coldsnap's origins revealed 1.95
5 Seahawk's & Coldsnap's origins continue 1.95
6 battle for Neuport concludes 1.95
7 Battlestone vs Worlok 1.95
8 Extreme Prejudice,p2 ..... 1.95
9 Extreme Prejudice,p6,coupon 1.95
10 Extreme Prejudice aftermath 1.95
25 Images of Tomorrow book 1.95
26 Images of Tomorrow book 1.95
11 Brigade vs. WildC.A.T.s 2.50
12 Battlestone & Emp team up 2.50
13 Will Thermal betray team? 1.95
14 Battlestone's fateful choice 1.95
15 aftermath of deaths: R: Roman & Birds of Prey 1.95
16 Extreme Sacrifice,p3; bgd w/card 2.50
17 Troll must organize team 2.50
18 the Shape 2.50
19 secret of the Shape revealed 2.50
SOURCEBOOK 1 team secrets 2.95

BROOKLYN DREAMS

PARADOX/DC COMICS (1994-1995)

1-3 GBa JDm limited series 4.95
4 GBa JDm final issue 4.95

BROTHER POWER, THE GEEK

DC COMICS (1968)

1 ..... 30.00
2 ..... 22.00

BRUCE LEE

MALIBU (1994)

1 VMa MBo new adventures of martial arts legend;8 pg Mortal K'bat bkp 2.95
2 VMa MBo 2.95
3 VMa MBo gang trouble 2.95
4 VMa MBo battles gangs, enters movie industry 2.95
5 VMa MBo trouble on movie shoot; includes Mortal K'bat bkup story 2.95
6 VMa MBo final issue 2.95

BURIAL OF THE RATS

ROGER CORMAN'S COSMIC COMICS (1995)

1 adaptation of film based on horror tale by Bram Stoker 2.50

CABLE

MARVEL

LIMITED SERIES (1992)

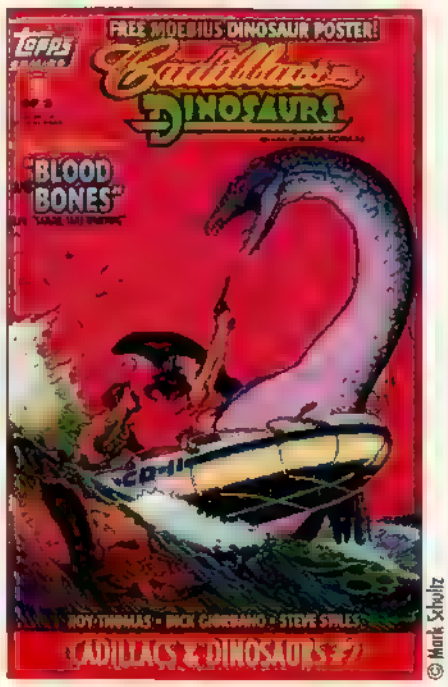
1 JRj FNi 3.50
2 JRj FNi 2.50

SERIES (1993-1994)

1 ..... 4.00
2-4 ..... 2.00
5 FNi Six Pack vs Executive Elite 2.00
6-8 FNi O:Cable 2.50
9-15 FNi 2.00
16 final showdown with Phalanx,quest starring Logan,Scott & Jean; dbl sz, with prismatic foil-stamped cvr 5.00
16A regular cover 2.50
17 deluxe ed, glossy stock paper 1.95
17A reg edition 1.50
18 deluxe ed, glossy stock paper 1.95
18A reg edition 1.50
19 deluxe ed, glossy stock paper 1.95
19A reg edition 1.50
20 deluxe ed, glossy stock; X-Men, Legion; w/card 1.95
20A reg edition, no card 1.50
becomes *X-Man*

TRADE PAPERBACK

SC rep New Mutants #87-94 ..... 15.95



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CADILLACS & DINOSAURS

EPIC/MARVEL (1990-1991)

1-6 rep "Xenozoic Tales" 2.50

3-D

KITCHEN SINK (1992)

1 MSh reprints stories from Xenozoic Tales #6,7 ..... 3.95

TOPPS (1994-current)

1 DGi RTh based on earlier series & anim'd ser's,foil-enhanced cvr 2.95
1A newsstand ed.,DGi cvr 2.50
2 DGi RTh w/poster 2.50
2A newsstand version 2.50
3 DGi RTh Felicia's dad is found, w/poster 2.50
3A DGi RTh newsstand edition 2.50

MAN-EATER (1994)

1 Sam Kieth cvr 2.50
1A newsstand ed,reg cover 2.50
2 Sam Keith cvr 2.50
2A newsstand ed,reg cover 2.50
3 Sam Kieth cover 2.50
3A newsstand ed,reg cover 2.50

THE WILD ONES (1994-current)

1 EMr RTh amazon biker babes 2.50
2 EMr RTh Big Red wants Jack 2.50
3 EMr RTh conclusion of mini-series 2.50

CAGE

MARVEL (1992-1993)

1 DTu 1.50
2-11 ..... 1.25
12 DTu Iron Fist 1.75
13-20 ..... 1.25

CAIN

HARRIS (1993)

1-2 mini-series 2.95

CAIN/VAMPIRELLA

HARRIS (1994)

1 flip book w/conclusion to Cain mini-series, plus reprint of Vampi story from 1993 Creepy Fearbook 6.95

CALIBER PRESENTS

Caliber Press (1989-1991)

1 TVi 1. The Crow 125.00
2 TVi 9.00
3-14 ..... 2.00
15 The Crow 27.00
16-24 ..... 2.00
Christmas Special A: Crow 25.00
Summer Special 3.95

CAPTAIN ACTION

DC (1968-1969)

1 ..... 50.00
2-5 ..... 25.00

CAPTAIN AMERICA

MARVEL (1968-current)

previously *Tales of Suspense*

100 JKi 300.00
101 JKi 80.00
102 JKi 40.00
103 JKi SLe vs Red Skull 40.00
104 JKi SLe Red Skull,Nick Fury 40.00
105 JKi SLe Swordsman,Batroc, Living Laser 40.00
106 JKi SLe vs Steve Rogers Android 40.00
107 JKi SLe Dr. Faustus 40.00
108 JKi SLe Trapster 40.00
109 JKi SLe Origin retold 55.00

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ASTONISHING X-MEN #2... Sabretooth gets trashed by the horseman Holocaust, but not before sending Wild Child back to the X-Men with the location of Apocalypse's genetic factory.

WIZARD PRICE GUIDE

110 JSe SLe 1:Rick Jones as Bucky,vs Hulk 55.00
111 JSe SLe vs HYDRA 55.00
112 ....25.00
113 JSe SLe Avengers,N.Fury 55.00
114-115 ....20.00
116 1st 15¢ issue 18.00
117 1:Falcon 50.00
118-121 ....18.00
122-136 ....12.00
137 Spider-Man 14.00
138 Spider-Man 14.00
139-140 ....10.00
141-143 ....7.00
144 JRo GFr Cap and Falcon split up,1:Falcon's new costume....10.00
145-153 ....7.00
154 Jack Monroe 9.00
155-171 ....7.00
172 X-Men 15.00
173 SBu SEn X-Men vs SHIELD 15.00
174 SBu SEn X-Men vs Secret Empire 15.00
175 SBu SEn X-Men vs Secret Empire 15.00
176 ....7.00
177 SBu SEn Falcon vs Lucifer 7.00
178-179 ....7.00
180 1:Nomad 11.00
181-182 ....7.00
183 ....9.00
184-199 ....7.00
200 JKi JKi D:RFA,anniv 7.00
201-240 ....4.00
241 FSp MWb vs Punisher 40.00
242-246 ....4.00
247-254 JBy RSt 4.00
255-260 ....3.00
261 MZe JDm 1:Nomad II 6.00
262-281 ....3.00
282 MZe JDm 1:Jack Monroe as Nomad,SHIELD,HYDRA 10.00
282A 2nd print 1.75
283 MZe JDm Nomad,SHIELD 5.00
284 SBu JDm Nomad,Patriot 3.00
285 MZe JDm D:Jeff Mace 3.00
286 MZe JDm Deathlok 6.00
287-288 MZe JDm Deathlok,future 6.00
289-299 ....3.00
300 PNe JDm D:Red Skull 4.00
301-331 ....3.00
332 TMo MGn Q:Steve Rogers as Captain America 12.00
333 TMo MGn 1:Johnny Walker as Captain America II, Freedom Force 10.00
334-340 ....3.00
341-349 ....3.00
350 KDw MGn giant size,Steve Rogers defeats Johnny Walker and returns as Captain America 6.00
351-354 ....2.50
355-363 ....2.00
364 KDw MGn Kingpin 3.00
365-366 ....2.00
367 ....2.00
368-382 ....2.00
383 RLi MGn giant size,Avengers, L:USAgent back-up stories 6.00
384 ....2.00
385 RLi MGn Watchdogs,B:Bad Girls Inc and Red Skull back-up stories 2.00
386 RLi MGn USAgent vs Watchdogs,Diamondback 2.00
387 RLe MGn Superia Stratagem, p1, 1:Captain Germany 2.00
388 RLe MGn p2,Paladin 2.00
389 RLe MGn p3,Paladin,Avengers, 1:Cap Germany (in costume) 2.00
390 RLe MGn p4,1:Time Spirit 2.00
391-395 ....2.00
396 RLe MGn 1:Blackwing, 1:Jack O'Lantern II,Thor 2.00
397 RLe MGn Jack,Blackwing 2.00
398 RLe MGn Galactic Storm starts,Warstar 2.00
399 RLe MGn Galactic Storm, Diamondback,Crossbones 2.00
400 RLe MGn triple size,reprints Avengers#4,O:Diamondback, O:Crossbones,Galact.Storm 3.00
401 RLe MGn epilogue to G.Storm 1.50
402 RLe MGn Man & Wolf, p1, Wolverine 1.50
403 RLe MGn p2,Wolverine, Diamondback back-up story 1.50
404 RLe MGn p3,vs Wolverine 1.50
405-417 ....1.25
418 vs Night People of Zero Street 1.25
419 RLv MGn Silver Sable,vs Viper 1.25
420 RLv MGr vs Blazing Skull, Faustus Affair,bagged w/Dirt magazine 2.95
420A w/o Dirt magazine 1.25
421 Faustus Affair,storms Faustus' lair 1.25
422 new headquarters 1.25
423 Namor runs wild,WW II story 1.25
424 Cap's new HQ,Sidewinder 1.25
425 DHo MGr Fighting Chance begins,foil-emb'd cvr,dbl sz 2.95
425A newsstand ed.,regular cvr 1.75
426 DHo MGr Fight'g Chance,p2 ....1.25
427 DHo MGr Fight'g Chance,p3 ....1.50
428 DHo MGr p4,vs Americop 1.50
429 DHo MGr Americop,p1 ....1.50
430 DHo MGr Americop vs. Damon Dran 1.50
431 DHo MGr introducing Free Spirit (smells like...?) 1.50
432 DHo MGr Fighting Chance 1.50
433 DHo MGr Baron Zemo 1.50
434 DHo MGr Cap & Free Spirit go after King Cobra 1.50
435 DHo MGr Chance,p11 ....1.50
436 DHo MGr Chance concludes; do-or-die time for Cap 1.50
437 DHo MGr Cap's in a coma, & Tony Stark designs new armor for him (in case he pulls through) 1.50
438 DHo MGr Dawn's Early Light,p1; Cap in new exo-armor 1.50
439 DHo MGr Early Light,p2 ....1.50
440 DHo MGr Taking A.I.M., p1 ....1.50
ANNUAL 1 rep Tales of Suspense #59,61,62 ....15.00
ANNUAL 2 ....10.00
ANNUAL 3-4 ....6.00
ANNUAL 5 GCo DMi Deathwatcher 6.00
ANNUAL 6 ....2.50
ANNUAL 7 1&O: Kubik 2.50
ANNUAL 8 MZe MGn Wolverine, 1:TESS-1 ....25.00
ANNUAL 9 JVa RTh 1:new Nomad, Terminus Factor,Iron Man 6.00
ANNUAL 10 MMn DCh Von Strucker Gambit,O:Bushmaster, Nomad backup story 3.00
ANNUAL 11 ....2.25
ANNUAL 12 1:Battling Bantam, bagged w/card 2.95
ANNUAL 13 vs Red Skull 2.95
GIANT SIZE 1 ....5.00
ASHCAN 0.75

BLOODSTONE HUNT

TPB KDw MGn reprints #357-364,foil-embossed cvr 15.95

DRUG WARS

1 vs Tzin,anti-drug book 2.00

GOLDEN AGE SET

HC 75.00

THE MEDUSA EFFECT

SC vs Baron Zemo,w/Bucky 2.95

MOVIE ADAPTATION (1992)

PF BHI SLe 3.50

SPECIAL EDITIONS (1984)

1 rep Captain America #110,111 ....2.75
2 rep Captain America #113, SHIELD back up story 2.75

STREETS OF POISON (1994)

TPB reprints #372-377 ....15.95

WAR & REMEMBRANCE (1990)

TPB 12.95

CAPTAIN AMERICA MARVEL MILESTONE

MARVEL (1995)

1 JKi JOi reps. Captain America #1; metallic ink cvr, glossy stock 3.95

CAPTAIN ATOM

DC COMICS (1987-1991)

1 PBr CBa O:Captain Atom 2.75
2 PBr CBa 1.75
3-41 ....1.25
42 A: Death (6/90) 2.00
43-49 PBr CBa 1.25
50 double sz 2.50
51-56 ....1.00
57 final issue,War of the Gods 1.00
ANNUAL 1 I:Major Force 2.50
ANNUAL 2 ....2.50

CAPTAIN MARVEL

MARVEL (1968-1979)

1 Origin retold: Capt Marvel 90.00
2 Super Skrull 25.00
3 Super Skrull 20.00
4 Sub-Mariner 20.00
5 ....20.00
6 ....10.00
7 Quasimodo 10.00
8-10 ....10.00
11 ....10.00
12 ....8.00
13 Sentry 8.00
14 Iron Man 8.00
15 first 15-cent issue 7.00
16 New Costume 7.00
17 Capt America 7.00
18-20 ....7.00
21 Hulk 7.00
22-23 vs Megaton 7.00
24 ....7.00
25 JSt Super Skrull 25.00
26 JSt JSt Thanos,Thing 30.00
27 JSt JSt Thanos 20.00
28 JSt JSt Avengers 20.00
29 JSt JSt Drax 12.00
30 JSt JSt Iron Man 12.00
31 JSt Avengers 12.00
32 JSt O:Drax 12.00
33 JSt JSt Drax,Thanos 20.00
34 JSt JSt gets Cancer 8.00
35 Ant-Man,Wasp 4.00
36 JSt Watcher 6.00
37-56 ....2.50
57 Thor 8.00
58-60 Drax 2.50
61 ....2.50
62 final issue 2.50
GIANT SIZE 1 ....5.00
SPECIAL 1 ....2.75

CAPTAIN MARVEL (SPECIAL)

1 DBr DMc Capt Marvel II 2.50
1-2 JMa 2.50

CASEY JONES & RAPHAEL

MIRAGE (1994-current)

1 SBi KEa Raph & Casey get caught in Family war 2.75
2 SBi KEa Johnny Woo Woo 2.75
3 SBi KEa duo flees to Pittsburg 2.75
4 SBi KEa Raph gets himself a gun 2.75

CASEY JONES SPECIAL

MIRAGE (1994)

1-2 KEa RVe solo bk. for Turtles star 2.75

THE CAT

MARVEL (1972-1973)

1 1& O:The Cat 13.00
2-4 ....8.00

CATALYST: AGENTS OF CHANGE

DARK HORSE (1994)

1-7 ....2.00

TITAN SPECIAL (1994)

1 solo book for Catalyst hero 3.95

CATFIGHT

LIGHTNING (1995-current)

1 Catfight, the nightmare warrior 2.75
1A gold edition 5.95

CATWOMAN

DC COMICS

MINI-SERIES (1989)

1 JJb MNw O:Catwoman 12.00
2 JJb MNw 8.00
3 JJb MNw Batman app. 5.00
4 JJb MNw vs Batman 5.00

SERIES (1993-current)

0 JBl DMo Selina reflects on her life 1.50

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1 JBl JDu Bane,embossed spot- varnish cover 5.00
2 JBl JDu travels to Santa Prisca 2.50
3 JBl JDu discovers clues to Bane's origin 2.50
4 JBl JDu learns shocking secret about Bane 2.00
5 JBl JDu returns to Gotham 1.75
6 JBl JDu K'quest:The Crusade 1.75
7 JBl JDu vs terrorists 1.50
8 JBl JDu vs Zephyr & thief gang 1.50
9-11 ....1.50
12 K'end, Bruce in full Bat gear 4.00
13 ....1.50
14 JBl JDU ZERO HOUR, Gotham City becomes prehistoric jungle 1.50
15 JBl CDi new direction 1.50
16 JBl CDi sent to island fortress, meets Willem 1.50
17 JBl CDi art heist in Paris 1.50
18 JBl CDi forced to marry in Europe 1.50
19 JBl CDi search in Amazonia 1.50
20 JBl CDi movie deal 1.50
21 JBl CDi battles movie monster 1.95
ANNUAL 1 LDu CPr Elsewlds tale 2.95

HER SISTER'S KEEPER (1991)

TPB reprints mini-series 9.95

CEREBUS

AARDVARK-VANAHEIM (1977-current)

0 SC reps #51,112-113,137-138 ....2.25
1 DSi GEr 1:Cerebus 275.00
1A counterfeit,different paper stock ....no value
2 DSi GEr 85.00
3 DSi GEr 1&O:Red Sophia 75.00
4 DSi GEr 50.00
5 DSi GEr 40.00
6 DSi GEr 1.Jaka 40.00
7-10 DSi GEr 30.00
11-12 DSi GEr O:Roach 22.00
13-15 DSi GEr 12.00
16-20 DSi GEr 8.00
21 DSi GEr 40.00
22 DSi GEr 12.00
23-24 DSi CEr 6.00
25 DSi GEr Woman-thing 6.00
26-30 DSi GEr 6.00
31 DSi GEr O:Moonroach 8.00
32-40 DSi CEr 3.00
41-50 DSi CEr 3.00
51 DSi GEr Cutey Bunny 12.00
52 DSi GEr Cutey Bunny 3.00
53 DSi GEr 1:Wolveroach 4.00
54 DSi GEr Wolveroach 6.00
55-56 DSi GEr Wolveroach 5.00
57-60 DSi GEr 3.00
61-62 DSi GEr Flaming Carrot 4.00
63-110 DSi GEr 2.75
111-150 DSi GEr 2.50
151 DSi GEr Mothers & Daughters, p1 ....2.25
151A 2nd print 2.25
152 DSi GEr p2 ....2.25
152A 2nd print 2.25
153 DSi GEr p3 ....2.25
153A 2nd print 2.25
154-160 DSi GEr 2.25
161 DSi GEr Bone story 10.50
162-174 DSi GEr 2.25
175 DSi GEr Mothers & Daughters. Book 3 ("Reads") begins 2.25
176 DSi GEr Reads,p2 ....2.25
177 DSi GEr meets Karen Potts 2.25
178-182 DSi GEr Reads,p4-8 ....2.25
183 DSi GEr Reads,p9 ....2.25

184 DSi GEr Reads,p10.....2.25
185 DSi GEr Reads,p11.....2.25
186 DSi GEr Reads,p12.....2.25
187-192 DSi GEr.....2.25
193 DSi GEr Minds, p7.....2.25
TPB rep Cerebus #1-25.....25.00

CEREBUS BI-WEEKLY (1988-89)

1-25 Reprints.....1.25

CEREBUS WORLD TOUR BOOK '95 (1995)

1 reprints old backup stories.....2.95

CHURCH & STATE

TPB Vol. 1.....30.00
TPB Vol. 2.....30.00

FLIGHT (1994)

TPB reprints #151-162.....17.00

HIGH SOCIETY (1986)

1 Reprints.....2.75
2-17.....2.00
TPB reprints Cerebus #26-50.....25.00

JAKA'S STORY (1990)

TPB reprints Cerebus #114-136.....25.00

MELMOTH (1991)

TPB reprints Cerebus #139-150.....17.00

READS (1995)

TPB reprints #175-186, 1st printing, signed & numbered.....28.00
TPB A 2nd printing, unsigned.....17.00

WOMEN (1994)

TPB reprints #163-174.....17.00

CHAINS OF CHAOS

HARRIS (1994-1995)

1 JOh TSg limited series; Vampirella, Dervish, & Rook battle Chaos.....4.00
2 KWo TSg the Chaoschild.....2.95
3 CAn TSg final issue.....2.95

CHALLENGERS OF THE UNKNOWN

DC COMICS (1958-1978)

1 Jack Kirby art.....1,450.00
2 JKi.....500.00
3 JKi.....400.00
4-7 JKi.....325.00
8 JKi/WWo.....350.00
9-10.....200.00
11-18.....125.00
19-22.....90.00
23-30.....50.00
31 Origin retold.....60.00
32-40.....30.00
41-60.....15.00
61-65.....8.00
66-68.....7.00
69 First 15 cent issue.....6.00
70-73.....6.00
74 Deadman by Neal Adams.....16.00
75-77 (1971).....6.00
78-80 (1973).....4.00
81-87 (1977-1978).....3.00

MINI-SERIES (1991)

1-8.....1.75

CHAMBER OF DARKNESS

MARVEL (1969-1970)

1 SBu.....35.00
2.....13.00
3 BWs SBu.....13.00
4 BWs.....40.00
5 JKi H.P. Lovecraft adaptation.....7.00
6 SDi.....7.00
7 Berni Wrightson's 1st work at Marvel Comics.....16.00
8 BWr.....7.00
SPECIAL 1.....6.00
becomes *Monsters on the Prowl*

CHAMPIONS

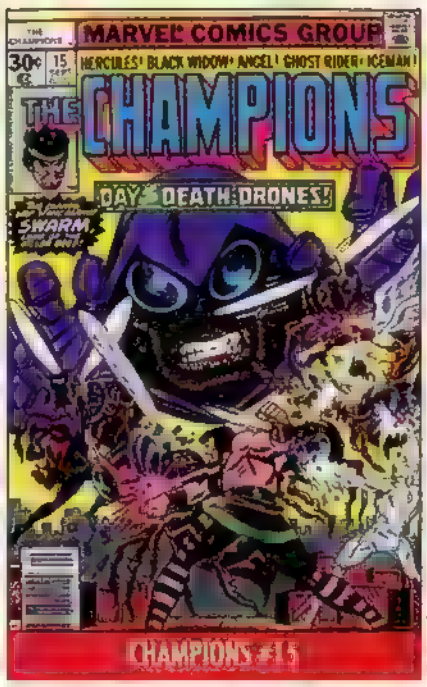
MARVEL (1975-1978)

1 DHe TIs 1&O:Champions.....18.00
2-6.....10.00
7 GTu TIs O:Black Widow, 1:Darkstar.....10.00
8 BHl GCy O:Black Widow.....10.00
9-10 BHl BMa.....10.00
11-15 JBy.....12.00
16 JBy BMa Magneto vs Dr. Doom,Beast,Hulk.....12.00
17 JBy BMa Sentinels, Vanisher,Blob,Unus.....12.00

THE CHAOS EFFECT

VALIANT (1994)

BLa BCh Chaos Effect-Alpha,p1,start of crossover.....4.00
BLa BCh Chaos Effect-Alpha (red).....5.50



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BLa BCh Chaos Effect-Omega,p18, conclusion to x-over.....2.25
BLa BCh Chaos Effect-Omega (gold) 15.00
EPILOGUE PART ONE LSm KVh Magnus' adventures in 1994.....2.95
EPILOGUE PART TWO LSm KVh Magnus faces Harada in 1994.....2.95

CHAPEL

IMAGE (1995)

1-2 TTn BWt Chapel reminisces.....2.50

THE CHILDREN'S CRUSADE

DC COMICS (1993-1994)

1 Vertigo crossover book.....4.25
2 Maxine stays in Free Country.....3.95

CHILLER

MARVEL (1993)

1 JHu Epic series 1:Brian,Tracy.....7.95
2 JHu.....7.95

THE CLANDESTINE

MARVEL (1994-current)

PREVIEW primer for new series.....1.50
1 MFa ADa Destine family of heroes, foil stamped cover.....2.95
2-5.....2.50
6 Spider-Man guest stars.....2.50
7 Spider-Man.....2.50
8 Dr. Strange & the Invaders.....2.50
9 PRi GDk.....2.50

CLASSIC STAR WARS

DARK HORSE (1992-1994)

1 AWi AGn reprints daily strip.....12.00
2 AWi AGn reprints daily strip.....5.00
3 AWi AGn reprints daily strip.....3.50
4-6 AWi AGn reprints daily strip.....3.00
7-18 AWi AGn reprints daily strip.....2.50
19.....2.50
20 final issue.....3.50
TPB vol 1 reprints #1-7.....15.95

A NEW HOPE (1994)

1 reprints 1977 Marvel movie adaptation.....3.95
2 reprints conclusion of Marvel movie adaptation.....3.95

THE EARLY ADVENTURES (1994-current)

1 RMi RHo reprints Russ Manning comic strips;M.Allred cvr.....2.50
2-8 RMi RHo.....2.50
9 RMi DSt RHo.....2.50

THE EMPIRE STRIKES BACK (1994)

1 AWi AGn reprints 1980 Marvel movie adaptation.....3.95
2 AWi AGn reprints 1980 Marvel movie adaptation.....3.95

RETURN OF THE JEDI (1994)

1 rep. 1983 Marvel movie adaptation, bagged w/card.....3.50
2 rep. 1983 Marvel movie adaptation, w/special portfolio section.....3.50

THE VANDELHEIM MISSION (1995)

1-shot Han sent on special mission.....2.50

CLASSIC X-MEN

MARVEL (1986-1990)

1 reprints Giant- Size X-Men #1, with new material.....10.00
2 rep X-Men #94.....6.00
3 rep X-Men #95,new Thunderbird backup story.....5.00
4 rep X-Men #96,new Wolvie & Nightcrawler story.....5.50
5 rep X-Men #97.....5.50
6 rep X-Men #98,new Cyclops & Phoenix story.....5.50
7 rep X-Men #99,new Hellfire Club back up story.....5.50
8 rep X-Men #100.....5.50
9 rep X-Men #101.....5.50
10 rep X-Men #102,new Sabretooth vs Wolverine story.....10.00
11.....4.50
12 O:Magneto.....8.00
13-16.....4.50
17 rep X-Men #111,new Wolverine vs X-Men story.....7.00
18 rep X-Men #112,new Phoenix back up story.....4.50
19 rep X-Men #113,new Magneto back up story.....4.50
20 rep X-Men #114, new Storm back up story.....4.50
21 rep X-Men #115, new Colossus back up story.....4.50
22 rep X-Men #116.....4.50
23-25 rep X-Men #117-119.....4.25
26 rep X-Men #120.....7.00
27-30 rep X-Men #121-124.....2.75
31 rep X-Men #125,new Professor X back up story.....2.75
32 rep X-Men #126,new Wolverine back up story.....2.75
33 rep X-Men #127,new Havok back up story.....2.75
34 rep X-Men #128,new Hellfire Club back up story.....2.75
35-38 rep X-Men #129-132.....2.75
39 rep X-Men #133,new Wolverine story by Jim Lee.....10.00
40 rep X-Men #134.....2.50
41 rep X-Men #135,new Mr.Sinister back up story.....1.75
42 rep X-Men #136,new Mr.Sinister back up story.....1.75
43 rep X-Men #137,new Phoenix back up story.....1.75
44-45 rep X-Men #138-139.....1.75
becomes *X-Men Classic*

CLIVE BARKER: TAPPING THE VEIN

ECLIPSE (1989-92)

1.....12.00
2-3.....7.50
4.....7.95

CLOAK & DAGGER

MARVEL

MINI-SERIES (1983-1984)

1-4 RLe BMa.....1.75

1ST SERIES (1985-1987)

1 RLe BMa.....2.00
2.....2.00
3 Spider-Man.....1.50
4 Secret Wars II.....1.50
5 1.Mayhem.....1.50
6-11.....1.50

2ND SERIES (1988-91)

1 X-Factor.....2.50
2-19.....2.00

PREDATOR & PREY (1988)

GN LSt BMa Jack the Ripper.....14.95

CODENAME: STRYKEFORCE

IMAGE (1994-current)

1 MSi spotlight on M. Stryker.....1.95
2 MSi vs cult leader in NYC.....1.95
3 MSi vs Death's Angel.....1.95
4 MSi.....1.95
5 MSi.....1.95
6 MSi StormWatch; Kill Razor dies.....1.95
7 MSi aftermath of battle & death.....1.95
8 MSi JOe new team member.....1.95
9 MSi BTn problem w/new member.1.95
10 BTn SGe new mission.....1.95
11 BTn SGe internal problems.....1.95
12 BTn SGe Stryker under stress.....1.95
13 BTn SGe.....2.25
TPB reprints first story arc.....9.95

COLORS IN BLACK

DARK HORSE (1995-current)

1 first of the " Comics From Spike!" (Lee, that is).....2.95
2 Images.....2.95

COLOSSUS: GOD'S COUNTRY

MARVEL (1994)

PF RLe ANo Colossus faces the Cold Warriors & his own past.....6.95

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COMICS' GREATEST WORLD

DARK HORSE (1993)

ARCADIA

Week 1: X CWa JPr 1st Comics' Greatest World book.....2.00
Week 1/X Platinum Edition.....20.00
Week 1/X Collector's Pack.....10.00
Week 2: Pit Bulls JPh JPr 1:Pit Bulls.....1.50
Week 3: Ghost AHu JPr 1:Ghost.....1.50
Week 4: Monster DTm JPr 1:M'ter.....1.50
Arcadia Limited TPB.....20.00
Sourcebook Limited Edition.....10.00

GOLDEN CITY

Week 1: Rebel BKe 1:Rebel,JOr cvr.....1.25
Week 1/Rebel Gold Edition.....20.00
Week 2: Mecha BKe 1:Mecha.....1.25
Week 3: Titan BKe 1:Titan,WSi cvr.....1.25
Week 4: Catalyst BKe 1:Catalyst,GPe cover.....1.25
Golden City Limited TPB.....20.00

STEEL HARBOR

Week 1-Week 4.....1.25

VORTEX

Week 1-Week 4.....1.00

WILL TO POWER (1994)

Week 1-Week 12.....1.00

COMPLETE JUDGE DREDD APOCALYPSE WAR

TITAN BOOKS (1995)

SC Dredd fights East Meg-One to save Mega-City One.....24.00

COMPLETE JUDGE DREDD IN THE CURSED EARTH

TITAN BOOKS (1994)

SC PMs MMh Dredd must cross wasteland to save city.....19.95

CONAN CLASSIC

MARVEL (1994-current)

1-11 reprints.....1.50

CONAN SAGA

MARVEL (1987-current)

1.....5.00
2-3.....4.00
4-10.....3.50
11-35.....3.00
36-57.....2.25
58-74.....2.25
75 special issue,polybagged.....3.95
76-97.....2.25
98 reprints classic tales.....2.25

CONAN THE ADVENTURER

MARVEL (1994-current)

1 RKy RTh Con. as young warrior.....2.50
2 RKy RTh joins war party.....1.50
3-6 RKy RTh.....1.50
7-8 JWk RTh.....1.50
9-12 RKy RTh.....1.50
13 blood suckers.....1.50

CONAN THE BARBARIAN

MARVEL (1970-1993)

1 BSm 1:Conan.....185.00
2 BSm.....65.00
3 BSm.....125.00
4-5 BSm.....55.00
6-9 BSm.....35.00
10-11 BSm Double size.....45.00
12-13 BSm.....27.00
14-15 BSm A. Elric.....40.00

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AZRAEL #3... A dazed and confused Jean Paul is apparently convinced that he should kill the "archbishop" of the Order of St. Dumas in order to learn more about himself. A little Prozac would probably work better.

WIZARD PRICE GUIDE

16 BSm 22.00
17-18 GKa....13.00
19-20 BSm 22.00
21-22 BSm 20.00
23 BSm 1: Red Sonja (cameo) 30.00
24 BSm 1st full story: Red Sonja 30.00
25 ....10.00
26 ....7.00
27-36 ....5.00
37 NAd 7.00
38-43 ....3.00
44-45 ....5.00
46-57 ....3.00
58 1:Belit....3.00
59-80 ....2.00
81-114 ....1.50
115 ....3.50
116-240 ....1.50
241 cover by McFarlane 6.00
242 cover by Jim Lee 1.50
243-255 ....1.50
256-274 ....1.25
275 MDo RTh final issue,dbl size 2.50
KING SIZE 1 ....12.00
ANNUAL 2 ....3.50
ANNUAL 3 ....2.25
ANNUAL 4-8 ....1.75
ANNUAL 9-12 ....1.50
GIANT SIZE 1 ....8.00
GIANT SIZE 2-5 ....5.50
SPECIAL 1 Red Nails 3.50

CONAN AND THE RAVAGERS: OUT OF TIME (1992)
GN 9.95

CONAN OF THE ISLES
GN 8.95

CONAN THE BARBARIAN MOVIE ADAPTATION (1982)
1 JBu MFl....1.50
2 JBu MFl....1.50

CONAN THE DESTROYER MOVIE ADAPTATION (1984)
1 ....1.25

CONAN THE REAVER
GN 9.95

CONAN THE ROGUE
GN 9.95

HORN OF AZOTH
GN 8.95

SKULL OF SET
GN PGu DMo evil god 8.95

CONAN THE KING
MARVEL (1984-1989)
previously *King Conan*
20-35 ....2.00
36-55 ....1.75

CONCRETE
LEGEND/DARK HORSE (1987-1988)
1 PCh....15.00
1A PCh 2nd print 5.00
2-4 PCh....5.00
5-10 PCh....4.00

ECLECTICA (1993)
1-2 gun control,100 Horrors stories..2.50

KILLER SMILE (1994)
1-3 PCh....2.95
4 PCh final issue 2.95

CONCRETE BOOKS
DARK HORSE

COMPLETE CONCRETE (1994)
TPB reps original series (#1-10)....24.95

COMPLETE SHORT STORIES 1986-1989
HC reprints Dark Horse Presents' Concrete stories 39.95

EARTH DAY (1990)
1 ....6.00

FRAGILE CREATURE (1991-1992)
1-4 ....2.50
TPB reprints #1-4....15.95

LAND & SEA (1989)
1 ....3.00

NEW LIFE (1989)
1 ....3.00

CONTEST OF CHAMPIONS
MARVEL (1982)
1-3 JRj MGn 1st Marvel mini-series 6.00

COSMIC POWERS
MARVEL (1994)
1 showcase of popular characters 2.50
2-5 ....2.50
6 Tyrant's relationship w/Galactus 2.50

COSMIC POWERS UNLIMITED
MARVEL (1995-current)
1 Silver Surfer vs. Thanos 3.95

COUTOO
DARK HORSE (1994-current)
1 1:Lieutenant Joe Kraft 3.50

COYOTE
EPIC/MARVEL (1983-1986)
1-10 ....1.50
11 TMc SEn O:Slash, McFarlane's 1st work at Marvel....5.00
12 TMc SEn 1:Scorpio Rose 1.50
13 TMc SEn Scorpio Rose 1.50
14 TMc SEn Badger 1.50
15-16 ....1.50

CRAZYMAN
CONTINUITY (1992)
1-5 ....2.50

2ND SERIES (1993)
1 die-cut comic (w/CM's profile) 2.50
2 special NAd cover 2.50
3-8 ....2.50

3RD SERIES (1994-current)
1-2 ....2.50

CREATURES ON THE LOOSE
MARVEL (1971-1975)
formerly *Tower of Shadows*
10 1:Kull....28.00
11-37 ....3.00

CREEPY
WARREN (1964-1985)
1 Frank Frazetta 70.00
2 ....22.00
3-12 ....15.00
13 ....10.00
14 NAd 16.00
15-25 ....10.00
26-40 ....8.00
41-47 ....6.00
48 1973 special 10.00
49-54 ....6.00
55 1974 special 10.00
56-64 ....6.00
65 1975 special 10.00
66-145 ....6.00
146 Double size 8.00
Yearbook 1968 ....15.00
Yearbook 1969. 1970 ....12.00
Annual 1971 ....10.00
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CREEPY FEARBOOK
HARRIS (1993)
1 anthology one-shot,re-intro Vampirella, small print run 25.00

CRISIS ON INFINITE EARTHS
DC COMICS (1985-1986)
1 GPe MWo 1:Pariah, D:Earth-3,1:Blue Beetle II....9.00
2 GPe MWo 1:Anti-Monitor 7.00
3 GPe MWo D:Kid Psycho, O:Alex Luthor 6.00
4 GPe MWo 1&O:Lady Quark, 1&O:Dr Light II,D:Monitor 6.00
5 GPe MWo Earths 1 & 2 merge,D:Freedom Fighters 6.00
6 GPe MWo Earths S,X,4 merge,1:Captain Atom 6.00
7 GPe MWo D:Supergirl, O:Anti-Monitor,O:Universe 9.00
8 GPe MWo D:Flash 10.00
9 GPe MWo villains invade 6.00
10 GPe MWo D:Aquagirl, D:Psimon,Spectre 6.00
11 GPe MWo single Earth created 6.00
12 GPe MWo D:Dove,D:Lori Lemaris,D:Anti-Monitor 6.00

CROSSOVER CLASSICS: THE MARVEL/DC COLLECTION
MARVEL/DC COMICS (1995)
SC reprints company x-overs 22.95

THE CROW
CALIBER (1989)
1 ....110.00
1A 2nd print 5.00
1B 3rd print 3.00
2 ....70.00
2A 2nd print 3.00
2B 3rd print 3.00
3 limited print run 100.00
4 ....65.00

THE CROW
TUNDRA (1992)
1-3 JOb JOb 6.00
KITCHEN SINK

THE CROW COLLECTED (1993)
TPB reprints all Crow stories, w/new material 15.95

CRY FOR DAWN
CRY FOR DAWN (1989-1994)
1 ....80.00
1A 2nd print 6.00
1B 3rd print 6.00
2 ....45.00
2A 2nd print 6.00
3 ....30.00
4 scarce 30.00
5 ....15.00
6 JLi JMk Hell Close Up 6.00
7-9 ....4.50
Capital City Distrib'n edition 15.00
SC Reprints 1-3 plus new mat....14.95

CYBERFORCE
IMAGE (1992-1993)
0 O:Cyberforce 1.95
1 MSi ESi I:Cyberforce, Image #0 coupon 11.00
1A Without coupon 4.00
2 ....4.00
3-4 ....2.50
TPB reps mini-series, plus new stuff 12.95

SERIES (1993-current)
1-7 ESi/MSi 1.95
8 Image X book 2.50
9-12 ....1.95
13 MSi ESi clues to Cyb'data's origin 2.25
ANNUAL 1 Velocity in coma 2.50
ASHCAN 1 (San Diego) 10.00
ASHCAN 1 (signed/numbered)....15.00
SOURCEBOOK 1 all about team 2.50
SOURCEBOOK 2 more about team.. 2 50

ASSAULT WITH A DEADLY WOMAN (1995)
TPB reprints #4-7 ....9.95

CYBERFORCE ORIGINS SPECIAL (1994-current)
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RQu ESi Stryker's past 2.50

CYBERRAD
CONTINUITY
1 ....2.00
1A Direct market,Hologram 3.00
2-5 ....2.00

2ND SERIES (1991-1992)
1-7 ....2.50

3RD SERIES (1993-1994)
1 Deathwatch 2000,p8,bagged w/card,hidden image cover 2.50
2 D'watch 2000,p14,bagged w/2 cards,interactive cover 2.50
3 DW 2000,p20 (conclusion), CyberRad must save world,bgd w/card,wraparound Tyvek cover 2.50
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8 finds true enemy,mystery begins 2.50

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MARVEL (1993-current)
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11 STa GRu 1 75

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MARVEL (1994)
SC reps Marvel Com's Presents story 5.95

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DC COMICS (1994-current)
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2-4 ....1.75
5 BMn TJo New Titans 1.95
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7-11 ....1.95
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LEGEND/DARK HORSE (1994-current)
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3 JBy Cal & Terry escape 2.00
4 JBy two Danger teams formed 2 00
TPB reprints #1-4, including unseen last page & San Diego Con preview ..14.95

DAREDEVIL
MARVEL (1964-current)
1 BEv SLe 1&O:Daredevil, 1:Foggy Nelson 1,300.00
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4 JOd SLe 1:Purple Man 190.00
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9 WWo SLe 1&D:Klaus Kruger 90 00
10 BPo WWo 1:Organizer,Ani-Men, While the City Sleeps,p1 ....90.00
11 BPo WWo p2,Organizer 90.00
12 JKi SLe Ka-Zar,1:Plunderer 90.00
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19 JRo SLe Gladiator 40.00
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21 GCo SLe Owl 40.00
22 GCo SLe 1:Tri-Man,Gladiator 40.00
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25 GCo SLe 1:Mike Murdock, 1:Leap-Frog 30.00
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27 GCo SLe Spider-Man 35.00
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44 GCo SLe Jester.....18.00
45 GCo SLe Jester.....18.00
46 GCo SLe Jester defeated 18.00
47 GCo SLe mobsters.....18.00
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51 BSm RTh Starr Saxon.. .. ...15.00
52 BSm RTh Black Panther 15.00
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57 GCo RTh D:Death's Head, ID revealed to Karen Page 10.00
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59 GCo RTh 1&D:Torpedo.....10.00
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108 BBn SGe Beetle.....4.50
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111 BBn SGe Shanna, 1:Silver Samurai.....4.50
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135-137 BBn MWo Jester.....3.00
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146 GKa JSh Bullseye.....5.50
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155 FRo RMc Capt America,Beast, Black Widow,Hercules 3.00
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157 GCo RMc Captain America, Black Widow,1:Ani-Men II 3.00
158 FMi RMo D:Death Stalker 50.00
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161 FMi RMc Bullseye,B.Widow.....20.00
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163 FMi RMc vs Hulk.....12.00
164 FMi RMc O:Daredevil 12.00
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168 FMi FMi 1:Elektra, O:Matt Murdock 40.00
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ANNUAL 7 Von Strucker.....2.00
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ANNUAL 9 MFc GWr 1:Devourer, polybagged w/card.....2.95
ANNUAL 10 Shang-Chi 2.95

DAREDEVIL BOOKS

MARVEL

BLACK WIDOW: THE COLDEST WAR (1990)

GN 9.95

BORN AGAIN

TPB FMi DD vs Kingpin.....9.95

DAREDEVIL/BLACK WIDOW: ABATTOIR

SC JCd JSt vs psychopaths 14.95

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1 Prestige Format 4.95

FALL FROM GRACE (1994)

TPB reprints story arc, 12 new pgs..19.95

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TPB rep DD #169-172,180.....12.95

LOVE & WAR (1986)

GN FMi 9.95

MARKED FOR DEATH (1990)

TPB rep DD#159-164 .....9.95

DAREDEVIL: MAN WITHOUT FEAR

MARVEL (1993-1994)

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TPB collects #1-5 .....15.95

THE DARK

CONTINUM (1992)

1 MBr JNa 4.00
2-4 .....2.50
'92 San Diego Con.....15.00
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2ND SERIES (1993-1994)

1 red foil BSe cover.....3.50
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3 GPe cover.....2.50
4 Foil GPe cover,3 trading cards 2.50
5-7 GPe cvrs.....2.50

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DARK DOMINION

DEFIANT (1993-1994)

1 JJm LWe 1:Michael Alexander 3.00
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6 trapped in nightmare realm.....2.50
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TPB reprints DD#0 (from card set) + new artwork & original script ...19.95

DARKER IMAGE

IMAGE (1993-current)

1 .....2.75
1A Black and white.....20.00
1B Gold.....25.00
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DARKHAWK

MARVEL (1991-1995)

1 MMn DFi 1&O:Darkhawk, Hoggoblin 9.00
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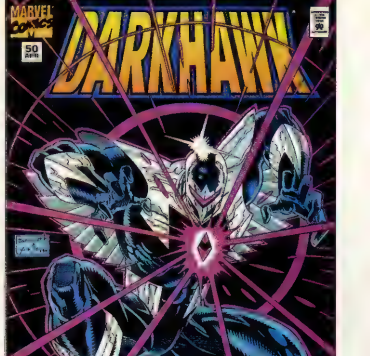

DARKHAWK #50

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DAREDEVIL #359

The Kingpin continues his emergence from the shadows of the underworld, just as his former associate "Kruel" comes looking for revenge, with D.D. on his trail.

WIZARD PRICE GUIDE

7 MMn DFi 1.Lodestone 5 00
8 MMn DFi vs Lodestone 5 00
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ANNUAL 3 DFi vs Damek 2.95

DARKHOLD

MARVEL (1992-1994)

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DARK HORSE COMICS

DARK HORSE (1992-1994)

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DARK HORSE DOWN UNDER

DARK HORSE (1994)

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DARK HORSE PRESENTS

DARK HORSE (1986-current)

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1A 2nd print 3.00
2 Concrete 10.00
3 Concrete 7.00
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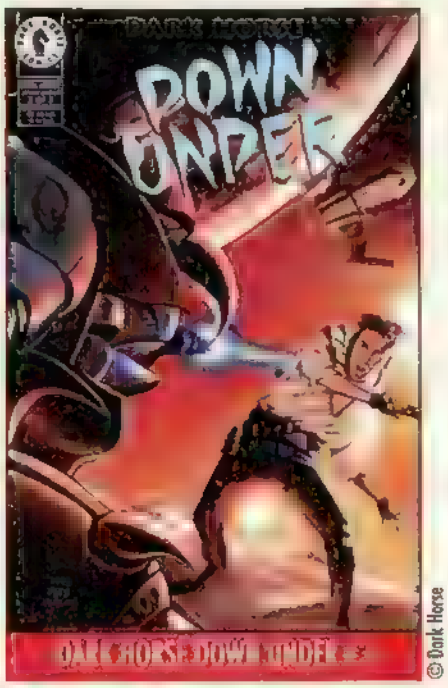

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87 ....2.50
88-90 MMi Hellboy 2.50
91 MMi Hellboy 2.50
92 Too Much Coffee Man discusses coffee hell 2.50
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96 A Pot Full of Noodles 2.50

DARK HORSE PRESENTS: ALIENS (1992)

1 reprints 4.95
1A platinum edition 15.00

DARKMAN

MARVEL

MINI-SERIES (1990)

1-3 Movie adaptation 2.00

2ND SERIES (1993)

1 ....3.95
2-6 ....2.95

DARK SHADOWS

GOLD KEY (1969-1976)

1 w/poster attached 160.00
1A w/o poster 60 00
2 ....90 00
3 w/poster attached 90 00
3A w/o poster 60 00
4-7 ....60 00
8-12 ....40 00
13-24 ....30 00
25-35 ....25.00
DIGEST SPECIAL photo cvr 50.00

DARKSTARS

DC COMICS (1992-current)

0 history of the Darkstars revealed 1.95
1 LSt MFr 4.00
2 LSt MFr 3.00
3-4 TCh MFr 3.00
5-6 ....2.75
7-8 ....2.00
9-21 ....1.75
22 ....1.95
23 Donna Troy becomes Earth's new Darkstar 1.95
24 ZERO HOUR, Donna Troy meets Entropy 1.95
25 John Stewart takes control 1.95
26 alien crime syndicate 1.95
27 ....1.95
28 Ferrin Colos' new allies 1.95
29 rematch w/alien Syndicate 1.95
30 Green Lantern 1.95
31 Ferrin Colos fights to free slaves 2.25

DAZZLER

MARVEL (1981-1986)

1 JRj TDe X-Men,O:Dazzler 2.25
2 WSi TDe X-Men 2.25
3-37 JRj TDe 1.50
38 X-Men, Wolverine 2.50
39-42 ....1.75

DC COMICS PRESENTS

DC COMICS (1978-1986)

1 Superman,Flash 3.00
2 Flash 1.25
3-12 ....1.25
13 Superman,Legion of S. Heroes 3 00
14-25 ....1 25
26 1 New Teen Titans 10 00
27-40 ....1.25
41 Joker,I:New Wonder Woman 5.00
42-76 ....1 25
77-78 Animal Man 5.00
79-84 ....1.25
85 Swamp Thing 4.00
86-88 Crisis 1.25
89-93 ....1.25
94 Crisis,Lady Quark, Harbinger,Pariah 1.25
95-96 ....1.25
97 final issue,dbl sz,Phantom Zone 1.75
ANNUAL 1 Superman 2.00
ANNUAL 2 Superwoman 1.25
ANNUAL 3 Captain Marvel 1 25
ANNUAL 4 Superwoman 1.25

DC UNIVERSE: TRINITY

DC COMICS (1993)

1 GJo Trinity,p1,foil cvr,G.Lantern, Darkstars,L.E.G.I.O.N.,Triarch 2.95
2 GJo heroes & teams band together vs Triarch,foil cvr 2.95

DEADLY DUO

IMAGE (1994-1995)

1 ASm ELa Kill Cat & Kid Avenger 2.50
2 ASm ELa Pitt guests; O: Kid Av'gr 2.50
3 ASm ELa O: Kill Cat 2.50
4 ASm ELa final iss; Savage Dragon 2.50

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DEADLY FOES OF SPIDER-MAN

MARVEL (1991)

1 AMi DFi Sinister Syndicate 4.00
2 AMi DFi A: Shocker 3 75
3 AMi DFi Rhino vs Boomerang 3.50
4 AMi DFi Spidey vs Synd 3 25
TPB collects entire series 12.95

DEADMAN

DC COMICS (1985)

1 reprints 5.00
2-7 reprints 2.75

MINI-SERIES (1986)

1-4 ....2.00

EXORCISM (1992)

1-2 ....4.95

LOVE AFTER DEATH (1989-1990)

1 ....3.50
2 ....3.00

DEADMAN: LOST SOULS

DC COMICS (1995)

TPB collects "Exorcism" and "Love After Death" 19.95

DEADPOOL

MARVEL (1993)

1 JMd FNi embos'd/debos'd cvr 5.00
2 JMd FNi vs Jug'naut,T. Cassidy 4.00
3 JMd Fni 1:Executive Elite, origin secrets revealed 4.00
4 JMd FNi vs Slayback 3.00

2ND MINI-SERIES (1994-current)

1 ICh MWd Copycat & Weapon X 2.50
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3 ICh MWd caught between Juggernaut and Interpol ;Siryn 2.50
4 ICh MWd final issue 2.50

DEADSHOT

DC COMICS (1988-1989)

1 O:Deadshot 2.00
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DEATHBLOW

IMAGE (1993-current)

1 JLe black varnish cover 2.50
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3 JLe 1.75
4 TSa JLe 1.75
5 TSa JLe Cray's world crumbles 1.95
5A variant cover 12.00
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14 werewolves & vampires in LA 2.50
15 ....2.50
ASHCAN 1 D'BLOW/CYBERNARY 8.00

DEATH GALLERY

DC COMICS (1994)

1 various pictorial depictions of Death,from Sandman,NGa intro 2.95

DEATHLOK

MARVEL

MINI-SERIES (1990)

1 JGu DMc/GWr 1&O:New Deathlok 7.00
2 JGu DMc/GWr Nick Fury 6.00
3 DCw DMc/GWr Nick Fury 5.00
4 DCw DMc/GWr Sunfire 5.00

SPECIAL (1991)

1 reprints mini-series 2.00
2-4 ....2.00

REGULAR SERIES (1991)

1 DCw DMc O:Deathlok 3.50
1A 2nd print 2.50
2 DCw DMc Dr. Doom,Forge 3.00
3-12 DCw DMc 2.00
13-16 DCw DMc 1.75
17 WMc GWr Cyberwar,p1 ....1.75
18 WMc GWr p2,Silver Sable 1.75
19 WMc GWr p3,I:Siege, S. Sable,metallic ink cover 2.25
20 WMc GWr p4 ....1.75
21 WMc GWr p5,D'lok finds his human body,N. Fury 1.75
22-24 WMc DMc B. Panther 1.75
25 WMc DMc holo-grafx foil cvr,B. Panther 2.95
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29 KKo GWr Infinity Crusade 1.75
30 KKo GWr 1.75
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32 KKo GWr w/Siege,vs T'stream 1.75
33 KKo GWr Deathlok vs past self 1 75
34 KKo GWr final issue 1.75
ANNUAL 1 I:Timestream 2.50

DEATHMARK
LIGHTNING (1994-current)
1 Deathmark sent to kill War Party....2.75

DEATHMATE
IMAGE/VALIANT (1993-1994)
PROLOGUE: JLe BLa major x-over btw Image & Valiant begins, Solar meets Void,foil-enh'd cvr.....2.95
BLACK: WildC.A.T.s/H.A.R.D. Corps Ripclaw, WarBlade, X-O Manowar,Turok,1:Gen13 .....7.50
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YELLOW (gold edition).....20.00
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BLUE (gold edition).....20.00
RED: various crossover stories.....7.00
RED (gold edition).....20.00
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EPILOGUE (gold edition).....20.00
TOUR BOOK.....9.00

DEATH OF CAPTAIN MARVEL
MARVEL (1994)
PF reprints graphic novel.....7.95

DEATH RACE 2020
ROGER CORMAN'S COSMIC COMICS (1995-current)
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DEATH'S HEAD
MARVEL (1988-1989)
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TPB.....12.95

DEATH'S HEAD II
MARVEL (1992)
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REG. SERIES (1992-1993)
1 LSh DAt.....2.75
2-5.....1.75
6-15.....1.95
16-18 SLr DAt.....1.95

DEATH'S HEAD II & DIE-CUT (1993)
1 MGz GDk I:Die-Cut, foil-emb'd logo on cvr.....2.95
2 JRy GDk true extent of D-C's powers revealed.....1.75

QUARTERLY SERIES
1 quarterly,Prof. X,gold foil cvr.....3.95

DEATHSTROKE
DC COMICS (1995-current)
previously *Deathstroke the Hunted*
46 SCi/OCa MWo captured by the Checkmate organization.....1.95
47 SCi/OCa MWo new Vigilante.....1.95
48 SCi/OCa MWo New Titans.....2.25

DEATHSTROKE THE HUNTED
DC COMICS (1994-1995)
previously *Deathstroke the Terminator*
0 SCi MWo Slade becomes fugitive ..1.95
41-45 SCi MWo.....1.95
becomes *Deathstroke*

DEATHSTROKE THE TERMINATOR
DC COMICS (1991-1994)
1 SEr MWo O:Deathstroke 1:Ravager II,"Full Circle".....8.00
1A 2nd print.....1.75
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4 SEr MWo D:Ravager,p4.....2.50
5 SEr MWo in hospital.....2.50
6 SEr MWo Batman.....2.50
7-9 SEr MWo Batman.....2.00
10 SEr MWo Guns N' Roses,p1, 1:Vigilante II.....2.00
11 GPe MWo p2,Vigilante.....2.00
12-37.....1.75
38 JRn MWo.....1.95
39 EHa MWo Green Arrow.....1.95
40 EHa SGr mayhem at wedding.....1.95
ANNUAL 1.....3.50
ANNUAL 2 Bloodlines,p18, 1:Gunfire.....3.50
ANNUAL 3 Elseworlds story.....3.95

FULL CIRCLE
TPB.....12.95
becomes *Deathstroke the Hunted*

DEATH: THE HIGH COST OF LIVING
DC COMICS (1993)
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1A platinum.....50.00
2-3 CBc NGa.....4.00
3A replacement book (no cover price).....2.75
HC reprints entire series.....19.95
TPB reprints entire series.....12.95

DEATHWISH
DC COMICS (1994-1995)
1 mini-series.....1.75
2-4.....2.50

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MARVEL (1972-1986)
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DC COMICS (1972-1974)
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4 MWa MWa Belial.....1.75

3RD SERIES (1990-1995)
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4-11 VSe AGr.....2.50
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VALIANT (1994)
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DC COMICS (1955-current)
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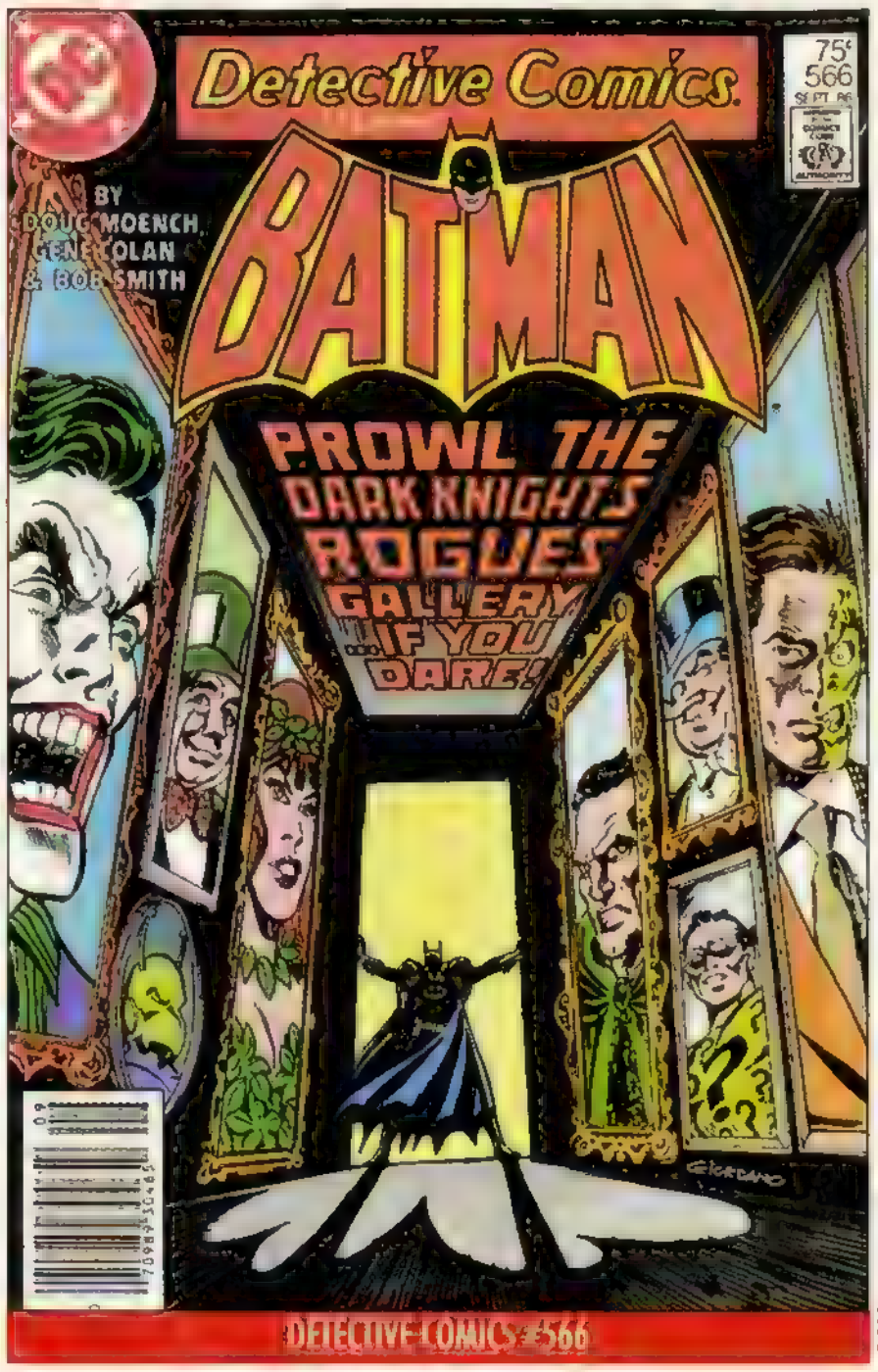

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DETONATOR
CHAOS! COMICS (1994-current)
1 SHu BPu superhumans run amuck 2.95

DIVISION 13
DARK HORSE (1994-current)
1 series for C's Greatest World team 2.50
2-4 ....2.50

DOCTOR FATE
DC COMICS (1987)
1-4 KGi JDm 3.00

2ND SERIES (1989-1992)
1 SMs JDm New Dr. Fate 4.00
2 SMs JDm 3.00
3 SMs JDm 2.50
4-20 ....2.00
21-24 ....1.75
25 I:New Dr. Fate 1.75
26-39 ....1.75
40 Wonder Woman 1.75
41 O:Chaos & Order,final issue 1.75
ANNUAL 1 ....3.50

DOCTOR SOLAR
GOLD KEY (1962-1969)
1 1&O:Dr Solar 300.00
2 Prof Harbinger 100.00
3-6 ....60.00
7-12 ....35.00
13-24 ....30.00
25-27 ....20.00
28 ....8.00
29 B:Magnus Robot Fighter 8.00
30 ....8.00
31 The Sentinel 8.00

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DR. STRANGE
MARVEL (1968-1969)
previously part of *Strange Tales*
169 Origin retold: Dr. Strange 110.00
170 ....50.00
171-178 ....32.00
179 reprint 30.00
180-181 ....30.00
182 vs Juggernaut 30.00
183 ....30.00

2ND SERIES (1974-1987)
1 ....30.00
2 ....18.00
3 Dormammu 9.00
4-10 ....8.00
11-15 ....6.00
16 Clea 6.00
17-26 ....5.00
27 1:Zarandin 4.00
28 O:Zarandin 4.00
29 D:Zarandin 3.50
30 ....3.00
31-70 ....2.50
71-77 ....2.00
78 CWa PGi 2.00
79-81 CWa PGi 2.00
GIANT-SIZE 1 (1975) 5.00

3RD SERIES (SORCERER SUPREME) (1988-current)
1 RCa PGi R:Dormammu 5.50
2 Dormammu 3.00
3 Dragon Circle,New Defenders 2.25
4 ....2.25
5-10 JGu RTh 2.25
11 JGu RTh Hobgoblin 5.50
12-14 ....2.00

15 JGu RTh Vampiric Verses, Amy Grant 7.00
16-30 RTh 2.00
31-36 RTh 3.00
37 Gls RTh/DTh O:Frankenstein 2.00
38-43 Gls RTh 2.00
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58 Gls vs Urthuna 1.75
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61 Gls Siege of Darkness,p15 ....2.50
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63 Gls Midnight Sons 1.75
64 Strangers Among Us,p1 ....1.75
65 p2,vs Namor & Stingray 1.95
66 p3,vs Midnight Sons 1.95
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68 MRu DAt 1.95
69 MRu DQu Polaris 1.95
70 guest starring the Hulk 1.95
71 Dr.Strange battles Hulk; last Mid. Sons book 1.95
72 Last Rites, p1; metallic ink cvr 1.95
73 Rites,p2; confronts Dr. Stevens 1.95
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75 dbl-sz; Last Rites conclusion; new Sorceror Supreme; Dr. Strange's new costume; p'matic foil-stmp cover 3.50
75A regular cover edition 2.50
76 new costume 1.95
77 mob trouble 1.95
78 Modred the Mystic 1.95
ANNUAL 1 (1976) 2.50
ANNUAL 2 MWy RTh Return of the Defenders p4,Baron Blood 3.00
ANNUAL 3 1:Kyllian,w/card 2.95
ANNUAL 4 p4,truth revealed 2.95
ASHCAN 0.75

DR. STRANGE/SPIDER-MAN: WAY TO DUSTY DOOM
SC the Death Dimension 6.95

TRIUMPH AND TORMENT (1988)
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HC 14.95

VS. DRACULA (1994)
1 reprints battles w/Dracula 1.75

DR. STRANGE CLASSICS
MARVEL (1984)
1-4 reprints 1.75

DR. STRANGE/GHOST RIDER
MARVEL (1991)
1 CMa RTh/DTh Newsstand Edition of Dr. Strange #28 ....3.25

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MIRAGE (1986)
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DC COMICS (1992)
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DC COMICS (1964-1973)
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88 BPr ADr O:General Immortus 45.00
89 BPr ADr 1&O:Animal-Mineral-Vegetable Man 45.00
90 BPr ADr B. of Evil 45.00
91 BPr ADr 1.Mento,1:Garguax 45.00
92 BPr ADr Dr. Tyme 45.00
93 BPr ADr B. of Evil 45.00
94 BBn ADr 1:Dr. Radick 45.00
95 BPr ADr A-M-V-Man 45.00
96 BPr ADr G.Immortus 45.00
97 BPr ADr Garguax 45.00
98 BPr ADr 1:Atomic Man 45.00
99 1:Beast Boy 45.00
100 O:Beast Boy 55.00
101 Beast Boy 25.00
102 Challengers of the Unknown 25.00
103-105 ....25.00
106 O Negative Man 25.00
107-120 ....25.00
121 D:Doom Patrol 70.00
122-124 reprints 3.00

2ND SERIES (1987-1994)
1 SLi PKu R:D. Patrol,1:Kalki 2.00
2 SLi PKu vs Kalki 1.75
3 SLi PKu 1:Lodestone 1.75
4 SLi PKu 1:Karma 1.75
5 SLi PKu R:Chief 1.50
6-8 ELa PKu 1.50
9-16 ELa PKu 1.25
17 GNo PKu D:Celsius,Aquaman 4.00
18 GNo PKu Invasion 3.00
19 RCa GMo Crawling from the Wreckage,p1,1:Crazy Jane 10.00
20 RCa GMo Wreckage,p2, 1:Rebis 7.00
21 RCa GMo Wreckage,p3 ....5.00
22 RCa GMo Wreckage,p4 ....5.00
23-25 RCa GMo 5.00
26 RCa GMo 1:Brotherhood of Dada 5.00
27-28 RCa GMo 5.00
29 RCa GMo Superman,B.Gold 5.00
30-33 RCa GMo 3.00
34 RCa GMo R:Mr. Mallah & The Brain 3.00
35-36 RCa GMo 3.00
37-38 RCa GMo 2.75
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43-49 RCa GMo 2.00
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53 KSt GMo parody story 1.75
54 RCa GMo photo cover, Rebis transforms 1.50
55 RCa GMo Candlemaker 1.50
56 RCa GMo 1.50
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58-60 ....1.50
61-65 ....1.75
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87 last issue 1.95
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3 RLd Brick sides with Dr. Lychee 2.50
4 RLd MPc Syber-Idol & Dr. Lychee 2.50
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MARVEL (1993-current)
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2-24 ....1.50
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25A regular cover edition 2.25
26 ....1.50
27 Doom involved in revolution 1.50
28 Doom prepares to invade U.S.A 1.50
29 Doom conquers America; clear chromium cover 3.50
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30 Doom takes charge 1.95

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ARCHIE (1959)
1 JKi 1:The Fly 350.00
2 JKi 240.00

THE DRACULA CHRONICLES
TOPPS (1995-current)
1 reprints DRACULA: VLAD THE IMPALER #1 ....2.50

DRACULA: VLAD THE IMPALER
TOPPS (1993)
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DRACULA VS ZORRO
TOPPS (1993)
1 duel for Carmelita Rogriguez 2.95
2 bagged w/Zorro #0 ....2.95

PRESTIGE COLLECTION (1994)
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DRAGON: BLOOD & GUTS
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2 ....2.50

DRAGON FORCE
AIRCEL (1988-1989)
1-13 ....5.00

DRAGONLANCE
DC COMICS (1988-1991)
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MARVEL
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2-4 ....1.75
5 1:Death's Head (full) 10.00
6-10 ....1.75

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SIRIUS (1994)
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28 JSt JSt Fail of Papal 1.50
29 JSt JSt D:Monalo 1.50
30 JSt JSt vs Papal 1.50
31-55 ....1.50
56 AMe PDa Batman movie storyline 1.50
57-62 ....1.50
63-64 AMe PDa covers by WPo 1.50
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1 ECo PDa 1:Kalla (female D'star) 2.50
2 ECo PDa Kalla's quest,2 pg. Star Slammers bkup,Gold Stamp 2.50
3 ECo PDa truth about Kalla's origin, Gold Stamp 2.50
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DRAMENON STUDIOS (1994-current)
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MARVEL (1995-current)
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2 Nekra the death priestess 1.95

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DC COMICS (1992-1994)
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2-3 BSe KGi 1.50
4-18 ....1.25
ANNUAL 1 Bloodlines,p19, 1:Prism 2.50

ECLIPSO: THE DARKNESS WITHIN
DC COMICS (1992)
1 BSe KGi plastic diamond cover 5.00
1A newsstand,w/o diamond 2.00
2 ....4.00

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HARRIS (1994)
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DC COMICS (1964-1965)
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2 Jimmy Olsen 125.00
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4 Flash 125.00
5 Batman's 25th Anniversary 135.00
6 Superman 100.00
7 Sgt. Rock's Prize Battle Tales 125.00
8 More Secret Origins 225.00
9 Flash 100.00
10 Superboy 95.00
11 Superman 95.00
12 Batman 95.00
13 Jimmy Olsen 95.00
14 Lois Lane 95.00
15 Batman,Superman,vs Joker 95.00

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MARVEL (1986-1987)
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2 BSi FMi SHIELD cyborgs 5.00
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ELEKTRA LIVES AGAIN
MARVEL
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ELEKTRA: ROOT OF EVIL
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3 SMd DCh battles Snakeroot 2.95
4 SMd DCh final issue 2.95

ELEKTRA SAGA
MARVEL (1984)
1 rep Daredevil #168,190 ....6.00
2-4 rep 5.50
TPB 16.95

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COMICO (1984-1988)
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2 BWl 6.00
3 BWl 3.50
4-10 BWl 2.50
11-29 BWl 2.00

2ND SERIES (1989-current)
1-28 ....2.50
29 poster edition 4.95
29A regular edition 2.50
30 Oblivion War Memorial ed.,PF,16 pgs of pinups,Body Count bio sect n,prism foil-enhanced cvr 4.95
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33-34 ....2.50
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Deux-A #1 Paris fashion show 4.95
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A GN,rep,Kelley Jones 12.95
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2A 2nd Printing 2.95
3-6 ....2.95
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WIZARD PRICE GUIDE

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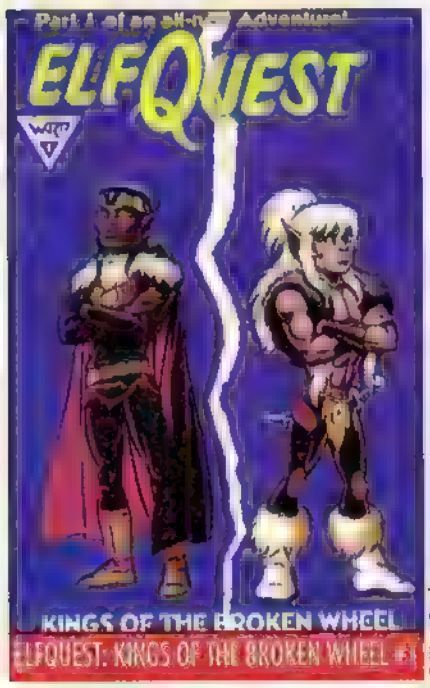

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WARP GRAPHICS (1978-1985)
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THE BIG ELFQUEST GATHERUM (1994)
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BLOOD OF TEN CHIEFS (1993-current)
1 JJh RPi based on stories originally pub'd in Tor novels 2.00
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2 Kullyn Kenn sent to find Jink 2 25
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6 truth about the Neverending 2.50

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14 BBr WPi Forevergreen,p2, youngsters search for Windkin 2.25
15 BBr WPi p3,kids find clues 2.25
16 BBr WPi p4,Vastdeep Water 2.25
17 BBr WPi p5,Windkin held captive,rescue party has prob's 2.25
18 BBr WPi Forevergreen,p6 ....2.25
19 BBr WPi p7 ....2.25
20-22 BBr WPi Forevergreen,p8-10 ....2.25
23-24 BBr RPi F'vergreen, p11-12 ....2.25
25 BBr RPi Forevergreen,p13 ....2 25
26 Sun Village threatened 2 25
27 Darkness Settling 2 50
28 Cam Triompe 2.50
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REBELS (1994-current)
1 future tale; variuos aliens arrive on Elfquest world 2.25
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3-7 BMk RPi/WPi 2.25
8 BMk RPi/WPi 2.50
9 BMk RPi/WPi 2.50

WAVEDANCERS (1993-1994)
1 JSz JDt/BLo 1:Wavedancers, foil-enhanced cvr,poster 2.00
2 JSz JDt/BLo Search for True Crown,p2,possible Crown found 2.25
3 JSz JDt/BLo Search,p3 ....2.25
4 JSz JDt/BLo Search,p4 ....2 25
5 JSz JDt/BLo Search,p5 ....2 25
6 JSz JDt/BLo rightful leader returns 2 25

ELFQUEST: BEDTIME STORIES
WARP GRAPHICS (1994)
HC fairy tales w/an Elfquest twist 19.95

ELFQUEST: STARTER PACK
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Six issue set culled from 4 core titles 9.95

ELIMINATOR
MALIBU (1995-current)
0 adventures of Jack Bodick: bounty hunter! 2.95

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MALIBU (1994-current)
0 reprints 4 pt. story from Ultraverse Premiere; dbl sz 2.95
1 mini-series for avenging heroine 2.50
2 close friend turns out to be ultra 2.50
3 Primevil & Duey 2.50

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CHARLTON (1973-1975)
1 ....20.00
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3 ....9.00
4 SDi 12 00
5 SDi Miss Liberty Belle 10.00
6-7 JBy 10.00
8 Nova Kane 12.00
9-10 JBy 10 00

ALPHA PRODUCTIONS (1993-current)
1 JSt NCu 20th anniv limited ser's,1:Eco-Man,wrapar'd cvr paint'g by GKt,bagged w/poster 3.25
1A regular edition,no poster 2.75
2 JSt NCu bagged w/poster 3.25
2A regular edition,no poster 2.75
3 JSt NCu journey into future, bagged w/poster 3.25
3A regular edition,no poster 2.75
4 JSt NCu,bagged w/poster 3.25
4A regular edition,no poster 2.75

E-MAN: FUTURE TENSE
ALPHA PRODUCTIONS (1995-current)
1 time-travel tale 2.75

E-MAN RETURNS
ALPHA PRODUCTIONS
1 JSt NCu ocean adventure 2.75

THE ENDLESS GALLERY
DC COMICS (1995)
1 various artists offer their versions of Morpheus and his siblings 3.50

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ENEMY
DARK HORSE
1-4 ....2.50
5 final issue 2.95

ENIGMA
DC COMICS (1993)
1-7 DFe PMi Vertigo mini-series 2.50
8 DFe PMi final enigma revealed 2.50

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MARVEL (1976-1978)
1 Jack Kirby art 4.00
2-19 JKi 2.00
ANNUAL 1 JKi 3.00

MINI-SERIES (1985-1986)
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ETERNAL WARRIOR
ACCLAIM/VALIANT (1992-current)
1 JDi JSh Unity, O:Eternal Warrior, O:Armstrong 11.00
1A Gold logo variant 60.00
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2 JDi JSh Unity,Ch10,D:Geoff 8.00
3 JDi KVh family argument 6.00
4 JDi KVh 1:Bloodshot (cameo) 12.00
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7 BWs vs Master Darque 4.50
8 Same as Archer & A'strong #8 ....8.00
9 Book of the Geomancer,p1, Geomancer's history explored 3.75
10 Book of the Geomancer,p2 ....3.75
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28 new direction; joins war on drugs 2.25
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30 seeks help from Lt. Morgan 2.25
31 showdown w/Immortal Enemy 2.25
32 battle in the Barrio 2.25
33 THI JOs Mortal Kin,p1; someone is killing Gilad's friends 1.95
34 THI JOs Mortal Kin,p2 ....2.25
35 THI JOs Mortal Kin,p3 ....2.50
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38 Niala, the Dead Queen 2.50
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DARK HORSE (1993)
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2 NEi vs Mordare 2.50
3 NEi 2.50

EVIL ERNIE
ETERNITY (1991-1992)
1 SHu BPu 1st Lady Death 85.00
2 SHu BPu 1st Lady Death cover 65.00
3 SHu BPu Lady Death 40 00
4 SHu BPu Lady Death 35.00
5 ....25.00

CHAOS! COMICS
0 New Year's Evil,GCp cover 2.50

THE RESURRECTION (1993)
1 R:E. Ernie,JQu cvr,JBl pin-up 10.00
1A Gold, limited edition 50.00
2 holo-lithographic-enhanced cvr 10.00
3 "Massive Mayhem issue",poster of Lady Death by GPe 7.50
4 8 extra pages,final issue 5.50
TPB 14.95

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1 SHu BPu he's back, and Lady D's in it too! Includes JBl centerfold 5.50
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3 SHu BPu challenged by Dr. Price; JBl centerfold 2.50
4 SHu BPu final issue; JBl centerfold 2.50

YOUTH GONE WILD (1994)
TPB reprints original 5- issue series from Eternity,+unseen sketches & art 9.95

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MARVEL (1988-1994)
1 ADa CCl 1:Widget, 1:Crazy Gang 10.00
2 ADa CCl 1:K'ylun (as a child) 6.25
3 ADa CCl Juggernaut 5.00
4 ADa CCl Arcade,Murderworld 5.00
5-8 ADa CCl 4.00
9-19 ADa CCl 3.00
20-23 ....2.25
24-39 ....2.00
40 O:Excalibur 2.00
41 SLo DMd Cable,Warwolves 2.00
42 ADa ADa 1:K'ylun (as an adult) 3.00
43-49 ....2.00
50 ADa ADa double size 2.75
51 DBw ADa Dinosaur Excalibur 1.75
52-70 ....1.75
71 JMd SLo Fatal Attractions,p6, w/hologram 5.00
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73 SLo vs Siena Blaze 1.75
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FLASH #100... Wally successfully comes back from the "other side" in time to save Linda and the country from Kobra's machinations. Plus, he's tapped directly into the "speed force," so he's got that going for him, which is kinda nice.

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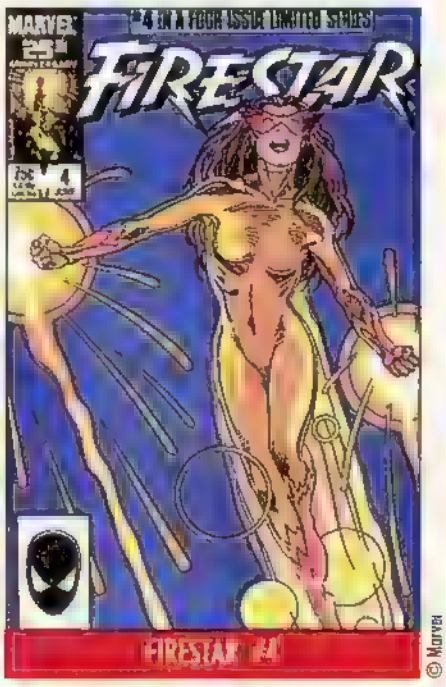

FIRESTAR #4
© Marvel

FIRESTAR

MARVEL (1986)
1 MWi TDe O:Firestar,Prof X. 4.00
2 MWi TDe Hellions 2.00
3 MWi TDe White Queen 2.00
4 MWi TDe Hellfire Club 2.00

FIRESTORM, THE NUCLEAR MAN

DC COMICS (1987-1990)
previously *Fury of Firestorm*
65-66 ....1.25
67-68 Millennium 1.25
69-99 ....1.25
100 dbl size 3.50
ANNUAL 5 1:New Firestorm 1.75

FIRST ISSUE SPECIAL

DC COMICS (1975-1976)
1-7 ....1.50
8 1&O:Warlord 16.00
9-13 ....1.50

FLAMING CARROT COMICS

KILLIAN BARRACKS (1981)
1 ....90.00

FLAMING CARROT

AARDVARK-VANAHEIM (1984-1985)
1 ....50.00
2 ....30.00
3 ....20.00
4-5 ....14.00
RENEGADE (1985-87)
6 ....14.00
7 ....9.00
8-9 ....7.50
10-14 ....4.50

15 cover price 3.50
15A no cover price 9.00
16-17 ....3.50
DARK HORSE (1988-current)
18-24 ....3.50
25-26 TMNT 2.50
27-28 ....2.25
29 Moon Man 2.50
30 ....2.50
31 teams up w/Herbie the Fat Fury 2.50

FLASH (1st SERIES) #197
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FLASH

DC COMICS (1959-1985)
105 Cln GFo B:Flash 4,000.00
106 Cln GFo 1&O:Gorilla Grodd and Pied Piper 950.00
107-108 Cln GFo Grodd 450.00
109 Cln GFo Mirror Master 375.00
110 Cln GFo 1&O:Kid Flash 950.00
111 Cln Kid Flash 250.00
112 Cln 1:Elongated Man 285.00
113 Cln O:Trickster 225.00
114 Cln 195.00
115 Cln 165.00
116 Cln Kid Flash 165.00
117 Cln 1:Captain Boomerang 190.00
118 ....135.00
119 M:Elongated Man & Sue 135.00
120 Kid Flash 135.00
121 ....110.00
122 1&O:The Top 110.00
123 Cln GFo 1st app. of GA Flash in Silver Age,1st Earth II 725.00
124 ....90.00
125 Kid Flash 1st 12-cent issue 75.00
126-127 ....75.00
128 O:Abra Kadabra 75.00
129 Golden Age Flash 200.00
130-134 ....75.00
135 new costume for Kid Flash 75.00
136 ....75.00
137 1st full JSA story 350.00
138 ....70.00
139 1&O: Prof. Zoom (Reverse Flash) 90.00
140 O:Heat Wave 65.00
141-150 ....45.00
151 Earth-2 Flash 65.00
152-155 ....40.00
156 Kid Flash 40.00
157 ....40.00
158 JLA 40.00
159 Kid Flash 40.00
160 giant size 50.00
161-163 ....30.00
164 Kid Flash 30.00
165 M:Flash & Iris West 30.00
166 ....30.00
167 O.Flash 30.00
168 Green Lantern 30.00
169 giant size 40.00
170 E-2 Flash,Drs. Fate,M'd-Nite 30.00
171 Justice League,vs Dr. Light 25.00
172 ....25.00
173 Kid Flash,E-2 Flash 25.00
174 Barry reveals ID to Iris 25.00
175 Superman vs Flash,JLA 110.00
176 giant size 30.00
177 ....20.00
178 giant size 30.00
179 ....20.00
180-185 ....12.00
186 Sargon the Sorcerer 12.00
187 giant size 25.00
188-195 ....12.00

196 giant size 25.00
197-200 ....10.00
201 E-2 Flash story 7.00
202-204 ....7.00
205 giant size 12.00
206-210 ....6.00
211 O.E-2 Flash 6.00
212-213 ....6.00
214 Origin retold:Metal Men 9.00
215 Green Arrow 12.00
216 ....7.00
217-218 NAd Green Lantern 12.00
219 Green Arrow 12.00
220 Kid Flash, G. Lantern 7.00
221-222 ....7.00
223 Green Lantern 6.00
224-225 Green Lantern 4.00
226-233 ....5.00
234--275 ....3.00
276 D:Ir's,JLA 3.00
277 JLA 3.00
278-288 ....3.00
289 1st DC art by GPe,B:Firestorm 7.00
290 ....3.00
291-299 ....2.50
300 O:Flash,New T. Titans 2.50
301-304 ....2.50
305 E-2 Flash,B Dr. Fate 3.00
306 ....3.00
307-349 ....2.50
350 Trial,dbl sz,final issue 5.00
ANNUAL 1 ....265.00

2ND SERIES (1987-current)
0 Zero Hour aftermath,lead-in to "Terminal Velocity" storyline 3.00
1 JGu MBo Legends,N. T. Titans 10.00
2 JGu MBo 6.00
3 JGu MBo 1:Kid%re 5.00
4 JGu MBo Cyborg 4.00
5-6 JGu MBo 3.50
7-13 ....3.00
14 MCn MBo Vandal Savage 2.50
15-18 GLa WLo 2.50
19-48 ....2.00
49 GLa WLo D:Flash 2.00
50 GLa WLo R Flash,dbl sz 5.50
51-71 ....1.25
72 GLa MWd mysterious figure 2.00
73 GLa MWd R:Barry Allen 2.00
74 GLa MWd Wally teams w/B.A. 2.00
75 GLa MWd three Flashes 2.00
76-78 GLa MWd 1.25
79 GLa MWd Wally vs Prof. Zoom, double size 2.50
80 MWd Collector's Edition, foil- enhanced cover, vs Magenta(Frances Kane) 2.50
80A Newsstand edition 1.25
81 MWr MWd Nightwing,Starfire, vs Combine mob 1.25
82 MWr MWd Flash & N'wing race to find Starfire 1.25
83 MWr MWd Nightwing,Starfire 1.25
84 BKi MWd vs Razer 1.25
85-87 MWr MWd 1.50
88 MWr MWd meets plaintiff 2.50
89 MWd stands trial 2.50
90 MWr MWd becomes outlaw 2.50
91 MWr MWd trap'd in sup. speed 2.50
92 MWr MWd 1: Impulse 6.00
93 Reckless Youth,p2 ....2.50
94 Reckless Youth,p3, ZERO HOUR 2.00
95 Terminal Velocity,p1,Impulse faces Kobra 2.00
96 Velocity,p2, ramifications of Zero Hour odyssey 1.50
97 Velocity,p3, Wally trains Impulse 1.50
98 Velocity,p4 ....1.50
99 Velocity,p5; must save Linda 1.50
100 dbl-sz; Terminal Velocity c'clusion; introducing...the ultimate Flash! holographic foil-enhanced cvr 3.50
100A alt. cvr,no enhancement 2.50
101 Flash copes w/new powers 1.50
102 battles Mongul 1.75
ANNUAL 1 JGu MBo 4.00
ANNUAL 2-3 ....2.50
ANNUAL 4 ....3.25
ANNUAL 5 ....4.50
ANNUAL 6 Bloodlines,1:Argus 2.50
ANNUAL 7 Elseworlds story 2.95
SPECIAL 1 50th Anniversary 3.00
TV SPECIAL (1991)
1 JSs JBy 3.95

FLOOD RELIEF

MALIBU (1993)
1 starring Ultraverse heroes 5.00

FOODANG

CONTINUM (1994)
1 radiated clown becomes super-hero, foil-enhanced cover 1.95
AUGUST HOUSE (formerly Continüm) (1995-current)
1 reprints previous issue #1in color, foil-enhanced cover, w/cd 2.50
2 meets new partner 2.50
3 Undead Clown Man 2.50

FOOLKILLER

MARVEL (1990-1991)
1 JJB SGe 1&O:Foolkiller III 4.00
2 JJB SGe O:Foolkiller I&II 3.75
3 JJB SGe 1st in costume 3.00
4-10 JJB SGe 2.00

FORCE WORKS

MARVEL (1994-current)
1 former Av's W. Coast members team up,dbl sz,pop-up cvr 4.50
1A regular cvr 1.75
1B ashcan edition 0.75
2 mystery of Century unraveled 1.25
3 final battle with the Scatter 1.50
4 civil war in Transia 1.50
5 tricked by Black Brigade; comes bagged w/neon ink cvr,insert, & acetate print from Marvel Action Hour 2.95
5A reg. cvr, unbagged and no insert or print 1.50
6 Hands of the Mandarin, p1; Iron Man & War Machine captured 1.50
7 Hands,p4; Scarlet Witch & Spider-Woman save Iron Man & US Agent 1.50
8 Force Works Christmas party 1.50
9 Force Works in Australia 1.50
10 Dreamguard; plus, Wonder Man's funeral 1.50
11 off to Europe 1.50
12 Black Brigade; flip book with p.1 of WAR MACHINE/U.S. AGENT/ HAWKEYE mini- series 2.50

FOREVER PEOPLE

DC COMICS (1971-1972)
1 Jack Kirby cover & art 38.00
2 JKi 26.00
3-6 JKi 22.00
7-11 JKi 12.00

FRANK #3
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FRANK

NEMESIS(1994-current)
1 DCh DCw 1:Frank,Direct ed. 2.50
1A newsstand eition. 1.75
2 DCh DCw captured by police, vs murderous giant,Dir. ed. 2.50
2A newsstand edition 1.75
3 DCh DCw Dir. ed.,secret of Frank's creation revealed 2.50
3A newsstand edition 1.75
4 DCh DOw Dir. edition 2.50
4A newsstand edition 1.75

THE FRANKENSTEIN-DRACULA WAR

TOPPS (1995)
1 supernatural being seeks Dracula's heart 2.50
2 Frankenstein's creature allies himself with Dracula against Saint-Germain 2.50
3 final iss.; Dracula & the monster turn on each other 2.50

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GREEN LANTERN #60... It's a race to see who kills Major Force first. Experience wins out as Warrior gets the pleasure of icing the assassin with the refrigerator fetish, while Kyle holds back and proves himself worthy of being a hero.

WIZARD PRICE GUIDE

FREAK FORCE
IMAGE (1993-current)
1-7 ELa 1.95
8 ELa invasion of the space ants....2.50
9 ELa Cyberforce guest stars....1.95
10 ELa abused boy seeks revenge; Savage Dragon guest stars....2.50
11 conflict w/the Galactic Sher ffs....2.50
12 battle with aliens in NYC....2.50
13 teammate quits....2.50
14 team vs. their most powerful foe.2.50
15 Barbaric out for revenge....2.50
16 Chelsea Nirvana....2.50

FREEX
MALIBU (1993-current)
1 BHe GJo 1:the Freex, bagged ed.,w/Ultraverse card....4.00
1A unbagged edition....1.95
1B hologram edition....30.00
1C Ultra-limited/foil edition....20.00
1D gold hologram edition....35.00
2 BHe GJo....3.00
3 BHe GJo....1.95
4 vs Bl'dhounds,Rune #0 coupon....2.50
5 vs Master of the Hunt....1.95
6 Break-Thru x-over,vs J.D. Hunt....1.95
7 BHe GJo Origins,p1....1.95
8 BHe GJo Old Man,vs Lost Angel....1.95
9 BHe GJo....1.95
10 BHe GJo Ray trapped in school....1.95
11 BHe GJo Origins,p5....1.95
12 SKo GJo Ultraforce tie-in....1.95
13 SKo GJo new costumes & problems for team....1.95
14 Contrary ,R: Boom Boy....1.95
15 Rafferty; includes Ultraverse Premiere #9....3.50
16 Prelude To Godwheel....1.95
17 Rune guest stars....2.50
18 who is Juice?....2.50
GIANT SIZE 1 SKo GJo....2.50

FUN WITH BUDDY AND LISA
FANTAGRAPHICS (1995)
SC collects HATE #11-15....12.95
HC signed and numbered....35.00

FURY
MARVEL (1994)
1 solo origin bk. for Nick Fury....2.95

FURY OF FIRESTORM
DC COMICS(1982-1987)
1 PBr GCy 1:The Black Bison....2.50
2 PBr GCy....1.50
3-20....1.25
21 GCy D:Killer Frost....2.00
22-61 JBz JOs....1.25
61A test logo....60.00
62-64....1.25
ANNUAL 1-4....1.75
becomes *Firestorm, the Nuclear Man*

FURY OF HELLINA
LIGHTNING (1995-current)
1 showdown with Lucifer....2.75
1A limited, signed & numbered....9.95

FURY OF S.H.I.E.L.D.
MARVEL (1995-current)
1 CLh HCh new, 90's version of S.H.I.E.L.D; this issue contains coded messages; de-coder card will ship with future issue....2.50
2 CLh HCh Hell Hath No Fury,p2. 1.95
3 CLh HCh Hell Hath No Fury,p3....1.95

GALACTIC GUARDIANS
MARVEL (1994)
1 KWe MGa mini-series,includes "Future History",p2....1.50
2-4 KWe MGa....1.50

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GAMBIT
MARVEL (1993-1994)
1 LWk HMa in New Orleans, Rogue,gold emb'd/debos'd cvr....7.00
1A gold edition....34.00
2 true fate of Belladonna revealed....5.00
3 travels to Paris,Rogue....4.50
4 Gambit decides fates of women....3.50

GAMBIT & THE X-TERNALS
MARVEL (1995)
previously *X-Force*
1 TDa FNi The Age Of Apocalypse; deluxe edition,glossy stock; Gambit pulls off jewel heist....3.00
2 TDa FNi deluxe ed., glossy stock, Deathbird, the Starjammers....1.95
3 TDa FNi battle the Imperial Guard.1.95
4 TDa FNi betrayed by team member1.95

GENERATION NEXT
MARVEL (1995)
previously *Generation X*
1 CBc SLo Age /Apocalypse; deluxe ed., glossy stock; Kitty Pryde & Colossus, now married, search for Illyana....3.00
2 CBc SLo deluxe ed., glossy stock; new mutant discovered....1.95
3 CBc SLo the Sugar Man....1.95
4 CBc SLo attempt to rescue Illyana..1.95

GENERATION X
MARVEL (1994)
1 CBc SLo dbl-sz; Banshee & Wt. Queen head new team; chrome cvr....4.50
2 CBc SLo Penance, deluxe edition printed on glossy stock....3.00
2A reg edition....1.50
3 CBc SLo deluxe ed., glossy stock....1.95
3A reg edition....1.50
4 CBc SLo deluxe ed, glossy stock; Nanny & Orphan Maker; w/card...1.95
4A reg edition, no card....1.50
ASHCAN preview of new team....0.75
becomes *Generation Next*

GENESIS
MALIBU (1993)
0 X-over series connecting all Malibu books,various stories, wrapar'd Chromium cvr by GPe....3.50
0A gold foil cover....10.00

GEN 13
IMAGE (1994)
0 stories on individual heroes....4.50
1/2....28.00
1 JLe BCo/JCp/AGa....35.00
1A 2nd print....6.00
2 JLe BCo/JCp/AGa/JMi....25.00
3 JLe BCo/JCp/AGa Pitt vs F'child....20.00
4 JLe BCo/JCp/AGa....11.00
5 final issue, team fights their way out of Genesis Compound....6.00
5A variant cover....13.00
TPB reprints entire mini-series....12.95
SERIES (1995-current)
1 BCo JCp team settles in San Diego 2.95

GEOMANCER
VALIANT (1994-1995)
1 RMo MFo Earth's new G'mancer....3.75
2-8....2.25

GHOST
DARK HORSE
GHOST SPECIAL (1994)
1 MHy/TSi ELu....3.95
TPB collects all appearances to date.8.95
SERIES (1995-current)
1 AHu ELu investigates sister's life....2.50

GHOSTDANCING
DC COMICS (1995-current)
1 mini-series dealing w/shamanism....1.95
2 Brother Christopher escapes....1.95
3 the "Father Craft"....2.50

GHOST IN THE SHELL
DARK HORSE (1995-current)
1 MSr trouble at government factory3.95
2 MSr deadly programming virus....3.95
3 MSr robots turn deadly....3.95

GHOST RIDER
MARVEL (1967)
1 1&O:Western "Ghost Rider"....35.00
2-7....13.00
2ND SERIES (1973-1983)
1 TSu GFh 1:Son of Satan....75.00
2 JMo GFh Satan....25.00
3-5....20.00
6-9....15.00
10 rep Marvel Spotlight #5....16.00
11-20....12.00
21-30....9.00
31-49....8.00
50 DPe MFl O:N'ght R'der....9.00
51-67....6.00
68 BBu RSt O retold:Ghost Rider....6.00
69-76....5.50
77 BBu JDm O retold.Ghost Rider....6.00
78-79 BBu JDm Nightmare....5.50
80 BBu JDm vs Centurious....9.00
81 BBu JDm Ghost Rider I sucked into Soul Crystal,J. Bl. leaves....13.00
3RD SERIES (1990-current)
1 JSs HMa 1:Ghost Rider II, 1:Dan Ketch,1:Deathwatch....12.00
1A 2nd Print....5.00
2 JSs HMa 1:Blackout....8.00
3 JSs HMa Kingpin....6.00
4 JSs HMa Mr. Hyde....9.00
5 JSs HMa Punisher....9.00
5A 2nd Print,Gold....5.00
6 JSs HMa Punisher....6.00
7-14....5.00
15 MTe HMa....8.00
15A 2nd print....4.00
16 MTe HMa Hobgoblin, SpM,Johnny Blaze....4.00
17 MTe HMa Hobgoblin, SpM,Johnny Blaze....4.00
18-23 MTe HMa....3.00
24 MTe HMa D:Deathwatch, D:Snowblind....2.50
25 pop-up centerfold....3.00
26 RWa HMa X-Men,Brood....3.00
27 X-Men....3.00
28 Double size, polybagged....4.00
29-30....1.75
31 Double size, polybagged....2.50
32-39....1.75
40 Midnight Massacre,p2, "Darkhold Envelope" cvr....2.25
41-48....1.75
49 RGa HMa p3,Hulk,vs Veng'e....1.95
50 anniv iss.,Vengeance k'napped, GR shows new methods,foil cvr...2.95
50A regular edition....2.50
51-58....1.95
59 Betrayals,p2....1.95
60 Betrayals,p3; GR takes an innocent life, & Stacy wants revenge....1.95
61 dbl-sz; Betrayals,p3;....2.50
62 In Chains,p1....1.95
ANNUAL 1 CBc HMa bagged w/card,1:Night Terror....2.95
ANNUAL 2 JSs WEl story told from Scarecrow's point of view....2.95
FEAR (1992)
Bookshelf Format LWk HMa with Capt. America,vs Scarecrow....5.95
GHOST RIDER/CABLE (1992)
TPB reprints Marvel Comics Presents #90-98....3.95
GHOST RIDER/WOLVERINE/ PUNISHER: THE DARK DESIGN (1994)
SC sequel to "Hearts of Darkness"....5.95
GHOST RIDER/WOLVERINE/ PUNISHER: HEARTS OF DARKNESS (1991)
SC vs. Blackheart....4.95
MIDNIGHT SONS
TPB reprints GR #28,31,D'hold#1, Spir's of Veng.#1,Morbius #1, Nightst'rs #1,foil-emb'd logo...19.95
RESURRECTED
TPB rep #1-7....12.95

GHOST RIDER 2099
MARVEL (1994-current)
1 CBa LKa 1:GR 2099, prismatic foil cvr....2.25
1A regular cvr edition....1.50
2-12....1.50
13 Doom invades Transverse City....1.95
14 GR deputized by Doom....1.95

GIANT-SIZE CHILLERS
MARVEL (1974)
1 1&O:Lilith (Dracula's daughter)....5.00
becomes Giant Size Dracula
2ND SERIES (1975)
1-3....2.50

GIANT SIZE CREATURES
MARVEL (1974)
1 Werewolf by Night....5.00

GIANT SIZE DRACULA
MARVEL (1974-1975)
previously Giant Size Chillers
2....2.50
3 reprint....2.50
4....2.00
5 JBy John Byrne's first work for Marvel Comics....6.00

GIANT SIZE SUPER-HEROES
MARVEL (1974)
1 GKa GCy Spider-Man, vs Morbius and Man-Wolf....35.00

GIANT-SIZE SUPER STARS
MARVEL (1974)
1 RBu GCy Thundra,Black Panther,Hulk vs Thing....13.00
beomes Giant-Size Fantastic Four

G.I. COMBAT
QUALITY/DC COMICS (1952-1987)
1....275.00
2....135.00
3-6....105.00
7-12....80.00
13-24....55.00
25-42....45.00
43 last Quality issue....45.00
44 first DC issue....265.00
45-48....140.00
49-60....80.00
61-66....70.00
67 1:Tank Killer....85.00
68....105.00
69-72....60.00
73-84....55.00
85-86....45.00
87 1:Haunted Tank....115.00
88-90....45.00
91 1st 12¢ issue....35.00
92-96....35.00
97-107....25.00
108 Sgt. Rock....35.00
109-113....20.00
114 O:Haunted Tank....85.00
115-120....15.00
121-136....10.00
137 1st 15¢ issue....8.00
138 1:The Losers....12.00
139-145....6.00
146-148....4.50
149-200....4.00
201-259....2.50
260-281....3.00
282-287....2.00
288 Final issue....2.00

G.I. JOE
MARVEL (1982-1994)
1....5.50
2....5.00
3-50....2.00
51-59....1.75
60 TMc....3.50
61-134....1.00
135-136....1.75
137-138 bagged w/live action card. 1.75
139-149....1.25

G.I. JOE #155

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150 PGs LHa Snake-Eyes vs Cobra Commander 2.00
151 PGs LHa Snake-Eyes wages one man war on Cobra 1.25
152 PGs LHa tale of the 1st GI Joe ... 1.25
153 Cobra's Battle Attack Trooper ... 1.50
154 chaos on plane 1.50
155 final action-filled issue 1.50

G.I. JOE & THE TRANSFORMERS
SC HTr MHi vs COBRA & Decept's....4.95

GI JOE: EUROPEAN MISSIONS
MARVEL
1-16 ....1.25

GI JOE SPECIAL MISSIONS
MARVEL
1 HTr LHa 3.00
2-28 HTr LHa 1.50

GI JOE AND THE TRANSFORMERS
MARVEL (1987)
1-4 ....1.25

GI JOE YEARBOOK
MARVEL (1985-1988)
1 ....3.00
2-4 ....2.00

GIVE ME LIBERTY
DARK HORSE
1-4 DGb FMi 4.95
TPB reprints #1-4 ....19.95
HC reprints #1-4, w/sketches and comments; sgn'd & numb'd ..114.95

GLORY
IMAGE (1995-current)
1 MDe JDu new superheroine 2.50
2 MDe JDu threatened by her father.2.50

GOBBLEDY GOOK
MIRAGE (1984)
1-2 early TMNT 220 00

2ND SERIES (1986)
1 ....10 00

GODDESS
DC COMICS (1995-current)
1 PWn GEn young girl tries to cope with special powers 2.95

GODWHEEL
MALIBU (1995)
0 MPc/SBe CUl/DDn/MWb Argus unleashes array of villains to collect the keys to Crucible of Life 2.50
1-3 ....2.50

GODWHEEL: WHEEL OF THUNDER (1995)
TPB collects #0, #1-3 ....9.95

GODZILLA
DARK HORSE (1988)
1 movie adaptation 6.00
2-6 movie adaptation 3.00
Color Special 3.50

GODZILLA VS. BARKLEY (1993)
1 atomic dinosaur vs Charles Barkley 2.95

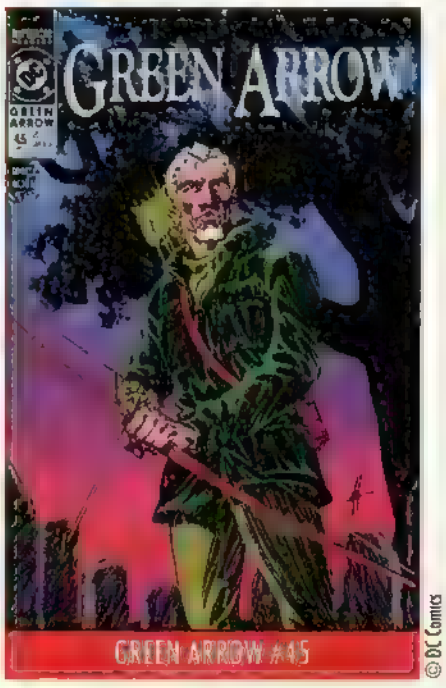
GODZILLA
MARVEL (1977-1979)
1 ....6.00
2 ....4.00
3 Champions 4.00
4-10 ....4.00
11-24 ....2.50

GOLDEN AGE
DC COMICS (1993-1994)
1-4 ....4.95

GOLDEN AGE GREATS
AC COMICS (1994-current)
1 reprints Golden Age stories featuring The Hood, Green Lama & others ...9.95
2 Golden Age reprints 9.95
3 The Flame 9 95

GOOD GUYS
DEFIANT (1993-1994)
1 GRe JSh/JCs new team of young heroes 3 50
2 GRe/GBn JCs vs Mulchm'g,Glory ..2 50
3 CAd JSh/JCs/JJa vs Chasm 2.50
4 GBn/RLa JSh/JCs/JJa Foxhunt,p2, secret of Wicked Six,double sz 3.25
5-11 ....2.50

GREATEST STORIES EVER TOLD
DC COMICS (1987-91)
Batman Stories (TPB) 15.95
Batman Stores p2 (TPB) 15.95
50's Stories (HC) 29.95
50's Stories (SC) 14.95
Flash Stories (HC) 29.95
Flash Stories (TPB) 14.95
Golden Age Stories (HC) 24 95
Golden Age Stories (TPB) 14.95
Joker Stories (TPB) 14.95
Superman Stories (TPB) 15.95
Team-Up Stories (TPB) 14.95
Team-Up Stories (HC) 24.95



GREEN ARROW #45

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GREEN ARROW
DC COMICS (1988-current)
0 returns to monastery 1.95
1 EHa MGr vs Muncie 9.00
2 EHa MGr vs Muncie 4.00
3-15 EHa MGr 3.00
16-54 ....2.00
55-68 ....1.50
69-74 ....1.75
75 RHo MGr Speedy,Shado, Black Canary leaves Ollie, anniv issue,double size 2.50
76-86 ....1.75
87-95 ....1.95
96 Connor's secret; someone appears who claims to be...Hal Jordan 1.95
97 the new Force of July 2.25
ANNUAL 1 Fables 4.00
ANNUAL 2 ....3.25
ANNUAL 3 Question 3.00
ANNUAL 4 ....3.00
ANNUAL 5 ....3.00
ANNUAL 6 Bloodlines,p13,1:Hook....3.50

MINI-SERIES (1983)
1 TEe MWb 4 00
2-4 TEe MWb 2 25

GREEN ARROW: THE WONDER YEAR (1993)
1-4 GMr MGr 1.75

GREEN ARROW/LONGBOW HUNTERS
DC COMICS (1987)
1 MGr MGr 1:Shado 10.00
2-3 MGr MGr 8.00
TPB 12.95

GREEN HORNET
GOLD KEY (1967)
1 TV tie-in,photo cvrs on all 125.00
2-3 ....90.00

NOW (1989-1991)
1 JBt RFo Lone Ranger app 10.00
2 JBt RFo gang warfare 7.00
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7 JBt RFo O.Devane 3.00
8-13 ....2.50
14 TSm RFo final issue 2.25

2ND SERIES (1991-current)
1 TSm CD 2 50
2--11 ....1 95
12 ....2.50
13-30 ....1.95
31 a'math of Hornet's prison term....2.50
32 PZi GWh vs "ethnic purgers" 2.50
33 ....2.50
34-37 ....1.95
38- 44 ....2.50
45 ....2.50
ANNUAL 1 ....2 50
ANNUAL 2 ....2.95

ANNIVERSARY SPECIAL (1992)
1-3 ....2.00

DARK TOMORROW (1993)
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KATO:DRAGONS IN EDEN (1994)
GN BBi MBo 4.95

SOLITARY SENTINEL
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GREEN LANTERN
DC COMICS

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1 GKa JBm O:Green Lantern 2,200.00
2 GKa JBm 1:Pieface 550.00
3 GKa JBm vs Qward 325.00
4 GKa JBm 250.00
5 GKa JBm 1&O:Hector Hammond 250 00
6 GKa JBm 1:Tomar-Re 210 00
7 1&O:Sinestro 175.00
8-9 ....160.00
10 O:GL's oath, 1st 12¢ issue. 160.00
11 ....160.00
12 1 Dr. Polaris 160.00
13 Flash 185.00
14 1&O.Sonar 120.00
15 ....120.00
16 O:Star Saphire 140.00
17-19 ....110.00
20 Flash 125.00
21 O:Dr.Polaris 95.00
22 ....90.00
23 1:Tattooed Man 90.00
24 O.Shark 90.00
25-28 ....90.00
29 1:Black Hand,JLA 90.00
30 1:Katma Tu 90.00
31-36 ....70.00
37 1:Evil Star 70.00
38 Tomar-Re 70.00
39 vs Black Hand 70.00
40 O Guardians,Cris's 280.00
41-44 ....50.00
45 Golden Age Green Lantern 70.00
46-47 Dr. Polaris 50.00
48-50 ....50.00
51 ....35.00
52 Golden Age Green Lantern 40.00
53-56 ....30 00
57 vs Major Disaster 30 00
58 powerless GL 30 00
59 1:Guy Gardner 185.00
60 1:Lamplighter 20.00
61 GA Green Lantern appears 35.00
62-69 ....20.00
70 1st 15¢ cover price issue 18.00
71-72 ....15.00
73-74 Star Sapphire,Sinestro 15.00
75 Qward 15.00
76 NAd Green Arrow 100.00
77 NAd Green Arrow 40.00
78 NAd Green Arrow 35.00
79-80 NAd Green Arrow 30.00
81-84 NAd Green Arrow 26.00
85-86 NAd Green Arrow,Drugs 35.00
87 NAd 1:John Stewart,Guy G 25.00
88 reprints,Golden Age GL 6 00
89 NAd Golden Age GL 17.00
90 MGr new rings 4.00
91-92 MGr vs Sinestro 4.00
93 MGr 3 00
94-95 MGr Green Arrow:Assassin 3 00
96-99 ....3.00
100 MGr 1.New Air Wave 5.00
101 MGr Green Arrow 5.00
102 MGr Green Arrow 4.00
103 ....3.00
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107 MGr Green Lantern Corps 5.00
108-110 MGr Golden Age GL 5.00
111 O:Green Lantern 4.00
112 O:Golden Age GL 8.00
113-115 ....3.00
116 Guy Gardner 25.00
117 1 Kari Limbo 3.00
118 ....3.00
119-121 ....2.00
122 Guy Gardner,Superman 2.00
123 Guy Gardner 6.00
124-140 ....2.00
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142-143 Omega Men 3.50
144 Omega Men,D:Tattooed Man ...3.00
145-148 ....1.75
149 Green Lantern Corps 1.75
150 Anniversary issue,giant sz 3.00
151-180 ....1.50
181 Q: Hal 2.75
182 J. Stewart becomes Earth's GL....2.75
183-184 ....2.75
185 O:new Green Lantern,Eclipso 2.75
186 vs Eclipso 2.75
187 Stewart meets K. Tut 2.75
188 Stewart reveals ID to world 4.00
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195 Guy Gardner becomes a Green Lantern 12.00
196-197 Crisis 2.00
198 Hal returns as GL,D:Tomar-Re....3.00
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200 ....2.25
ANNUAL 1 ....3.50
ANNUAL 2 ....2.75
ANNUAL 3 ....2.50

becomes *Green Lantern Corps*

3RD SERIES (1990-current)
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2 PBr GJo Guy Gardner 3.00
3 PBr GJo Jordan vs Guy 3.00
4 PBr GJo J.L.A. 2.00
5 PBr GJo Return To Oa 2.00
6-7 PBr GJo 2.00
8-12 JSo GJo Guy,G'nort 2.00
13 Green Lantern Corps 2 00
14-17 MBr GJo Mosaic 2.00
18 MBr GJo Guy Gardner 2 00
19 PBr GJo 50th anniv issue,dbl sz, O:Golden Age GL 2.00
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26 MBr GJo Evil Star Rising,p1 ....1.00
27-45 ....1.25
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53 DBk RMz Superman,vs Mongul ...1.50
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ANNUAL 1 Darkness Within 2.50
ANNUAL 2 GJo Bloodlines,p7, 1:Nightblade 2.50
ANNUAL 3 Elseworlds story 2.95

GREEN LANTERN ARCHIVES
Volume 1 ....39.95

THE ROAD BACK (1992)
TPB rep Green Lant. (2nd) #1-8....8.95

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HARDCASE #20... Before leaving the Godwheel, Hardcase finds Choice alive and well, and, uh...pregnant with his kid. She has to stay for a while, but he returns to Earth with a new costume and a mangled face, free with proof of purchase.

WIZARD PRICE GUIDE

GREEN LANTERN & GREEN ARROW
DC COMICS (1983-1984)
1 NAd DOn reprints 5.00
2 NAd DOn reprints 4.00
3-7 NAd DOn reprints 3.50
TPB reprints 12.95
TPB Vol. II reprints 12.95

GREEN LANTERN CORPS
DC COMICS (1986-1988)
Previously *Green Lantern* (1st)
201 1:new Corps 1.50
202-223 .....1.50
224 final issue,dbl size 3.50
QUARTERLY (1992-1994)
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2-4 .....2.50
5 1:Adam 2.50
6 GLC women spotlighted,truth about new Harleq'n,Just. Soc'y, K. Tui pin-ups by AHu & JPh 2.95
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4 MBr KGi 1:Fists/Guardians 1.25
5 MBr KGi prison riot 1.25
6 MBr KGi O:Sinestro 1.25

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DC COMICS (1992-1993)
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3-18 .....1.25

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11-12 MWa 2.00
13 MWa new Grendel 2.00
14-15 MWa 2.00
16 MWa B:Mage 4.00
17-40 MWa 2.25

GRENDEL: DEVIL BY THE DEED
DARK HORSE (1986)
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GRENDEL TALES
DARK HORSE (1993-1994)
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TPB reprints #1-6 .....17.95
DEVIL IN OUR MIDST (1994)
1 Jonah,the newest Grendel 2.95
2 crisis at Ice Station Hellman 2.95
3 .....2.95
4 Jonah crucified 2.95
5 final issue 2.95
DEVILS AND DEATHS (1994)
1 EBi DAr dying Grendel sets out to fulfill one last mission,Matt Wagner backup 2.95
2 EBi DAr final issue,MWa backup 2.95
DEVIL'S CHOICES (1995-current)
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2 EBi Dar Goran falls for Marica 2.95
THE DEVIL'S HAMMER (1994)
1 RWa BMr/KDe 1:P. Christus 2.50
2-3 RWa BMr/KDe 2.95
HOMECOMING (1994-1995)
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2 PMc/DCp Susan thinks she's found love; also, MWa backup story 2.95
3 PMc/DCp final issue 2.95

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30-41 SAr MEv 3.00
42-64 SAr MEv 1.75
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70-86 SAr MEv 1.25
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101-119 .....2.25
120 final issue 2.25
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TPB SAr MEv reprints #21-24 .....10.95
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TPB SAr MEv reprints #25-28 .....10.95
IMAGE (1994-current)
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5 SAr MEv 1.95

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1 SAr MEv 6.00
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GROO SPECIAL
ECLIPSE (1984)
1 SAr 30.00

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DC COMICS (1994-current)
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3-8 JVa JVa 3.50
9 JVa JVa World of Mutants, p1 .....5.00
10 JVa JVa World of Mutants, p2 .....4.00
11 JVa JVa World of Mutants, p3 .....4.00
12 JVa JVa 3.00
13-14 JVa JVa Spirit Of Vengeance 6.00
15-20 JVa JVa 3.00
21 JVa JVa Rancor,RLd cover 2.50
22 JVa JVa R:Starhawk,Rancor 2.50
23 JVa JVa Starhawk 2.50
24 JVa JVa Silver Surfer,Galactus 2.50
25 JVa JVa Silver Surfer defeats Galactus,laser-foil cover 3.50
26-32 .....1.50
33-38 KWe MGa 1.25
39 KWe MGa Dr. Doom vs Rancor, emb'd holo-grafx foil cvr,dbl sz 2.95
40-47 .....1.25
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49 KWe MGa 1:Scathan 1.50
50 KWe MGa Future History,p1, double size,foil embossed cvr 2.95
50A regular cover 2.00
51-57 .....1.50
58 Starhawk meets Silver Surfer 1.50
59 Starhawk learns father's identity 1.50
60 Starhawk steals the 30th century Silver Surfer's Quantum Bands 1.50
61 truth about Starhawk's parents 1.50
ANNUAL 1 .....3.00
ANNUAL 2 HTr JVa System Bytes, 1:Galactic Guardians 2.50
ANNUAL 3 CDo MGa 1:Irish Wolfhound,bagged w/card 2.95
ANNUAL 4 Rancor returns 2.95
TPB rep #1-6 .....12.95

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DC COMICS (1994-1995)
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1 SEr LWe "New Blood" hero from Bloodlines,vs Ricochet 1.75
2-4 .....1.75
5-9 .....1.95
10 battle in Hong Kong 1.95
11 final showdown with the Yakuza 1.95
12 Trans-Earth Tunnel cannon 1.95
13 final issue 2.25

GUY GARDNER
DC COMICS
REBORN (1992)
1-3 JSo GJo Prestige Format,Lobo, Guy Gardner without ring 4.95
REG. SERIES (1992-current)
0 MBy BSt secrets of new powers 1.50
1-14 .....1.25
15 JSt CDi JLA,vs doppleganger 1.50
16 new direction,vs brother 1.50
becomes *Guy Gardner, Warrior*
17 MBy CDi Guy changes name to Warrior,new costume 1.50
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19 MBy CDi E. Twilight aftermath 6.00
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21 MBy BSt vs Hal Jordan 4.50
22-23 MBy BSt 1.50
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28 Capital Punishment,p2 .....1.50
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1-shot FMi DGb trio of stories 2.95

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0 Sendaway,pink logo 95.00
1 DLp JSh 1:Harbinger 70.00
1A coupon cut out 15.00
2 DLp JSh 35.00
2A coupon cut out 10.00
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3A coupon cut out 7.00
4 DLp JSh scarce 30.00
4A coupon cut out 7.00
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5A coupon cut out 7.00
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6A coupon cut out 7.00
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13 DLp Wrath of Subterranean Underground Dwellers 4.50
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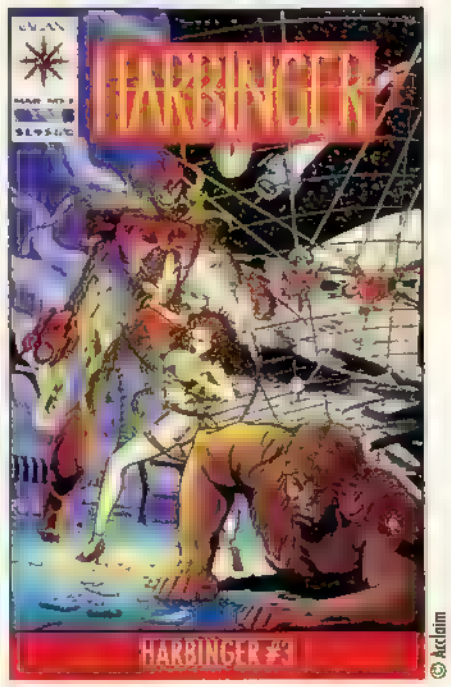

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15 HSi MFo Harada 7.00
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17-24 .....2.50
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3 GDa FMi 5.95
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MALIBU (1993-current)
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21 tries to rebuild life 2.50
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30 final issue.....2.25

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DC COMICS (1993-current)
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MARVEL Mini-series (1983)
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4 SKo CDi vs Secret Empire.....1.75

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1 RHw Tls O:Hawkman.....3.00
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3RD SERIES (1993-current)
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ANNUAL 1 JDr JOs Bloodlines,p17, 1:Mongre!.....3.50

HAWKWORLD
DC COMICS
MINI-SERIES (1989)
1 TTr O:Hawkman,PF.....8.00
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REG. SERIES (1990-1993)
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18-26.....1.50
27-32.....1.75
ANNUAL 1 Flash.....2.95
ANNUAL 2 Arm 2001.....2.95
ANNUAL 2A 2nd print,Silver.....2.95
ANNUAL 3 Eclipso.....2.95
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HEARTS OF DARKNESS
MARVEL (1992)
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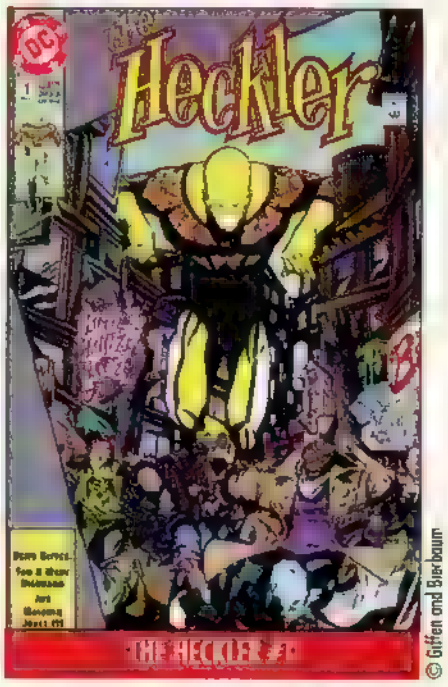

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1-7 KGi.....1.25

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DC COMICS (1988-current)
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JUSTICE LEAGUE OF AMERICA

DC COMICS (1960-1987)

1 MSe GFo 1:Despero 2,600.00
2 MSe GFo 1:Simon Magus,Magic-Land crossover story 600.00
3 MSe GFo 1:Kanjar Ro 425.00
4 MSe GFo J:Green Arrow 300.00
5 MSe GFo 1:Dr. Destiny 225.00
6 MSe GFo 1:Professor Amos Fortune, wheel of misfortune 180.00
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12 MSe GFo 1:Doctor Light 125.00
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14 MSe GFo J:Atom 125.00
15 MSe GFo parallel Earth 125.00
16 MSe GFo imaginary case 100.00
17 MSe GFo Tornado Tyrant 100.00
18 MSe GFo Micro-Universe 100.00
19 MSe GFo duplicate JLA 90.00

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LORD PUMPKIN #0... Pumpy resurfaces as a freak in a circus, until he regains his power and gets extinguished by a knight from the middle ages—but not, however, before he plants the seeds for his return.

WIZARD PRICE GUIDE

20 MSe GFo Spaceman X 90.00
21 MSe GFo Re-Intro JSA: 1:Black Canary 1:Dr.Fate,1:Hourman 200.00
22 MSe GFo JSA 175.00
23 MSe GFo 1:Queen Bee 50.00
24 MSe GFo Adam Strange 50.00
25 MSe GFo 1:Draad 50.00
26 MSe GFo Despero 50.00
27 MSe GFo Amazo 50.00
28 MSe GFo U.N.,Robin 50.00
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31 MSe GFo J:Hawkman 45.00
32 MSe GFo 1:Brainstorm 30.00
33 MSe GFo Alien-ator 25.00
34 MSe GFo Joker 32.00
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36 MSe GFo Brainstorm 24.00
37 MSe GFo 1:Mr. Terrific 50.00
38 MSe GFo 1:Lawless League of Earth-A,JSA 50.00
39 80 Pg. Giant G-16 ....70.00
40 MSe GFo Penguin 24.00
41 MSe GFo 1:The Key 24.00
42 MSe GFo O:Metamorpho 16.00
43 MSe GFo 1:Royal Flush Gang 16.00
44 MSe GFo giant JLA 16.00
45 MSe GFo 1:Shaggy Man 16.00
46 MSe GFo Solomon Gr'y,1st Silver Age app. of Sandman 80.00
47 MSe GFo Antimatterman 22.00
48 80 Pg. Giant G-29 ....30.00
49 MSe GFo Felix Faust 14.00
50 MSe GFo Robin 14.00
51 MSe GFo 1:Zatara,1:Allura 14.00
52 MSe GFo Cube-creatures 14.00
53 MSe GFo IR:Hawkgirl 14.00
54 MSe GFo R. Flush Gang 14.00
55 MSe GFo 1:Adult Robin of Earth-2 ....40.00
56 MSe GFo JSA 17.00
57 MSe GFo Brotherhood Week 14.00
58 80 Pg. Giant G-41. reprints JLA #1,6,8 ....25.00
59 MSe GFo O:Flash,W.Woman 14.00
60 MSe GFo Batgirl 14.00
61 MSe GFo Lex Luthor,Penguin 10.00
62 MSe GFo murder mystery 10.00
63 MSe GFo vs the Key 10.00
64 DDi GFo JSA,1&O.Red Tornado, Red Tornado joins the JSA 12.00
65 DDi GFo Amazo,Starro 10.00
66 DDi DNe vs the Offalia army 10.00
67 80 Pg. Giant G-53 reprints #4,14,31 ....15.00
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69 DDi DNe Q:Wonder Woman 10.00
70 DDi DNe the Creeper 9.00
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76 80 pg. Giant G-65, rep. #7,12 ....8.00
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78 DDi DNe 1:Vigilante of Earth-1, 1:the Doomsters 5.00
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80 DDi DNe 1:Norch Lor 5.00
81 DDi DNe Norch Lor defeated 5.00
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83 DDi DNe Spectre comes to Earth-1,JSA 5.00
84 DDi RKa vs Dr. Viktor Willard 5.00
85 80 Pg. Giant, rep. #10,11 ....8.00
86 DDi MFr starvation story 5.00
87 DDi MFr Zatanna,1:Blue Jay, 1:Silver Sorceress,1:Wandjina, 1:Jack B. Quick 10.00
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89 DDi MFr Black Canary story 5.00
90 DDi MFr pollution story 5.00
91 DDi MFr JSA,Robin 5.00
92 DDi MFr JSA,1:Robin's new costume,Solomon Grundy 5.00
93 80 Pg. Giant G-89, rep. #13,18 ....8.00
94 NAd/DDi MFr Deadman takes control of Aquaman 20.00
95 DDi MFr Johnny Dune,reprints origins:Dr. Fate & Dr. Mid-Nite 8.00
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97 DDi MFr Starbreaker,O:JLA 6.00
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104 DDi LWe Shaggy Man 4.00
105 DDi LWe J:Elongated Man 4.00
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109 DDi LWe Q.Hawkman 3.00
110 DDi LWe 100 pages,the Key 3.00
111 DDi LWe Injustice Gang 3.00
112 DDi LWe vs Amazo 3.00
113 DDi LWe JSA,O:Sandy 3.00
114 DDi LWe Zatanna,JSA 3.00
115 DDi DNe Martian Manhunter 2.75
116 DDi CBa 1&O:Golden Eagle 2.75
117 DDi EMa J:Hawkman 2.75
118 DDi EMa Adaptoids vs Earth 2.75
119 DDi EMa Adaptoids defeated 2.75
120 DDi CBa O:Adam Strange 2.75
121 DDi CBa Adam Strange marries Alanna,Kanjar Ro 2.75
122 DDi MPa case bk story 2.75
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181 DDi GCy Q Green Arrow 3.00
182 DDi GCy Felix Faust 3.00
183-199 ....2.00
200 72 page anniv issue, multiple artists & guests 3.50
201-206 ....2.00
207-249 ....1.75
250 LMc GCy J:Batman 3.00
251-260 ....1.50
261 LMc JDe Q:Vixen 4.00
ANNUAL 1 RHo PLe Dr. Destiny 5.00
ANNUAL 2 CPa GCy new line-up 4.00
ANNUAL 3 RHo DMi Crisis, Red Tornado changes 3.50

JUSTICE LEAGUE TASK FORCE

DC COMICS (1993-current)
0 Martian Manhunter rebuilds team 1.50
1 w/memb'ship card,Tyranny Gun 2.50
2 Tyranny Gun,p2 ....1.75
3 SVe DMi p3,vs Blitz 1.50
4 GMs CDi Gypsy vs Lady Shiva 2.00
5 Knightquest:The Search,p1,G. Arrow,Gypsy,B. Tiger,join B. Wayne in search for Robin's dad 2.50
6 K'quest:The Search,p3,vs Santa Prisca underworld 2.00
7 SVe PDa League of heroines 2.00
8 SVe PDa heroines,p2 ....2.00
9-15 ....1.50
16 ZERO HOUR, Return/Hero, p2 ....1.50
17 Vandal Savage threatened by new menace 1.50
18 team joins forces w/Savage 1.50
19 Martian M'hunter tries to learn truth about Vandal Savage 1.50
20 Vandal Savage's doomsday machine; plus, Gypsy must save Despero 1.50
21 Martian Manhunter's agenda 1.50
22 Triumph leads team on secret mission 1.50
23 confront ancient vampire 1.50
24 Von Mauler pursues Gypsy 1.75

JUSTICE SOCIETY OF AMERICA

DC COMICS (1991)
1 LSz Flash 2.25
2 LSz Black Canary 1.50
3 LSz Green Lantern 1.25
4 LSz Hawkman 1.00
5 LSz Flash & Hawkman 1.00
6-8 LSz full team 1.00
REG. SERIES (1992-1993)
1-10 MPr LSz 1.25

KABUKI: CIRCLE OF BLOOD

CALIBER (1995-current)
1 DAv O: Kabuki 2.95
2 DAv Kabuki goes rogue 2.95

KABUKI: DANCE OF DEATH

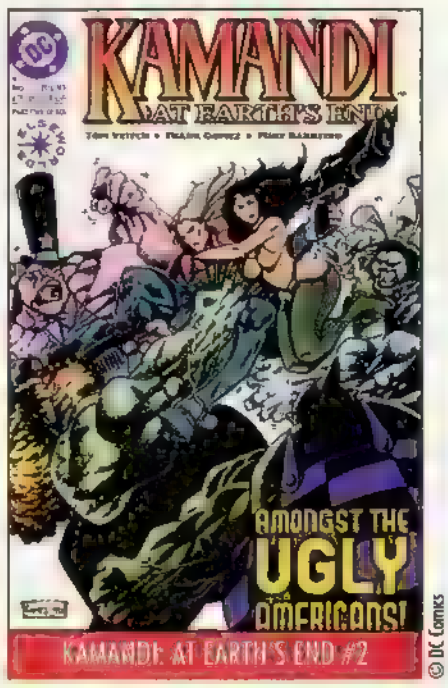
LONDON NIGHT STUDIOS (1995-current)
1 DAv series for female assassin 3.00

KABUKI: FEAR THE REAPER

CALIBER (1994)
1 DAv 1-shot about female assassin 3.50

KAMANDI

DC COMICS (1972-1978)
1 Jack Kirby art 1&O:Kamandi 25.00
2 JKi 16.00
3-6 JKi 10.00
7-12 JKi 9.00
13-24 JKi 6.00
25-31 JKi 3.00
32 dbl size JKi 4.00
33-40 JKi 3.00
41-58 ....3.00
59 Jim Starlin art 5.00



KAMANDI: AT EARTH'S END #2
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KAMANDI: AT EARTH'S END

DC COMICS (1993)
1 FGo TVe Elseworlds mini-series 1.75
2-6 ....1.75

KA-ZAR

MARVEL (1970-1971)
1 rep Daredevil #10,Uncanny X-Men #24 ....11.00
2 GTu JSg Angel, rep DD #12-13 ....9.00
3 rep Amazing Spider-Man #57 ....8.00
2ND SERIES (1974-1977)
1-20 ....2.00
3RD SERIES (1981-1984)
1-34 ....1.00
GUNS OF THE SAVAGE LAND
GN New Savage Land 8.95

KID ETERNITY

DC COMICS (1991)
1-3 DFe GMo O:Kid Eternity 6.00
2ND SERIES (1993-1994)
1-15 SPl ANo 1.95
16 SPh ANo final issue 1.95

KILLER INSTINCT

IMAGE
1 Tour Book,unsigned 6.00
1A signed by artists/writers 45.00

KILL YOUR BOYFRIEND

DC COMICS (1995)
1 PBo GMo Vertigo 1-shot 4.95

KINDRED

IMAGE (1994)
1 BBt JLe/BCh secrets about Grifter & Backlash revealed,w/card 8.00
2 BBt JLe/BCh island of mutants 5.00
3 BBt JLe/BCh 1: Team 7 ....4.50
3A variant cover 11.00
4 BBt JLe/BCh final issue,w/coup. for JLe print 2.50
TPB reps #1-4 ....9.95

KING CONAN

MARVEL (1980-1983)
1 JBu 3.00
2-19 ....2.00
becomes *Conan The King*

KISS CLASSIC

MARVEL (1995)
TPB Reprints of Marvel's 2 KISS comic specials from the 70's 10.00

KITTY PRYDE AND WOLVERINE

MARVEL (1984-1985)
1 AMi CCl off to Japan 7.50
2 AMi CCl Ninja Kitty 6.00
3-6 AMi CCl 4.00

KNIGHTHAWK: THE PROTECTOR

CONTINUITY (1993)
1 NAd 1:Knighthawk 2.50
2 NAd part of KH's origin revealed, vs the Manufactured Man 2.50
3 1:Noman,the manufactured man 2.50

KNIGHTMARE TALES

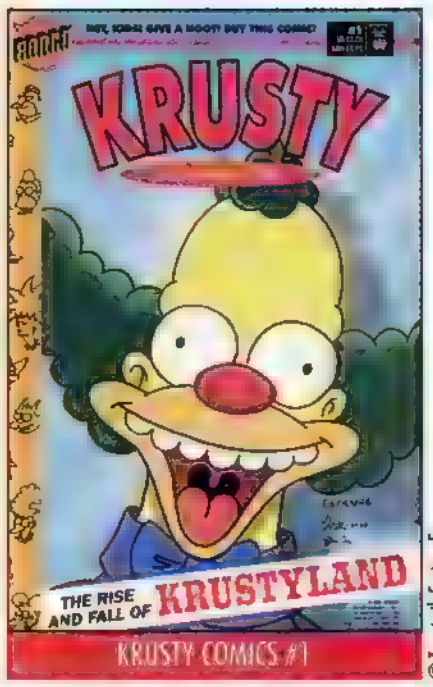
IMAGE (1995-current)
1 hit man becomes superhero 2.50
2 Enter: Caine! 2.50
3 must stop the mob's nuclear plot 2.50

KOBALT

DC COMICS (1994-current)
1-11 ....1.75
12 Kobalt, Clover and Harvest tangle with Rabid 1.75

KREE-SKRULL WAR

MARVEL (1983)
1-2 reprints Avengers #93-97 ....3.50



KRUSTY COMICS #1
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KRUSTY COMICS

BONGO COMICS (1995)
1 mini-series about the rise & fall of Krustyland; Sideshow Mel b'kup 2.25
2 strange goings-ons at Krustyland; Sideshow Mel b'kup 2.25
3 final iss; Krustyland saga concludes 2.25

KRYPTON CHRONICLES

DC COMICS (1981)
1 CSw EBr pre-Crisis history 1.50
2 CSw EBr revolt on Krypton 1.25
3 CSw EBr Supergirl 1.25

LADY DEATH

CHAOS! COMICS (1994)
1 SHu BPu LD's early years, w/Evil Ernie, chromium cover 65.00

1A limited (5000 copies) gold foil ed. signed by creative team.....85.00
2 SHu BPu renounces humanity.....30.00
3 SHu BPu trapped w/father.....15.00

BETWEEN HEAVEN AND HELL (1995-current)

1 SHu BPu new mini-series.....3.50
1A signed & numbered limited ed..30.00
2 SHu BPu loses control of the Endless Graveyard; Purgatori's rage.....2.75

LADY DEATH LIMITED EDITION (1994)

HC foil stamped hardcover,reprints limited series #1-3.....30.00

THE RECKONING (1994)

TPB reprints limited series #1-3.....6.95

SWIMSUIT SPECIAL (1994)

1 enticing poses by various artists.....8.00
1A special red velvet edition.....40.00

LA PACIFICA

PARADOX/DC COMICS (1994-1995)

1 TOz JOl/AMp mystery at hotel.....4.95
2 TOz JOl/AMp mysterious woman induces murderous rage in men....4.95
3 final issue.....4.95

LAST DAYS OF THE JUSTICE SOCIETY

DC COMICS (1986)

1 DRo RTh.....3.00

THE LAST ONE

DC COMICS (1993)

1-6 DSw JDm.....2.50

LAW OF DREDD

FLEETWAY/QUALITY

1.....3.00
2.....2.50
3-33.....1.95

LEGEND OF MOTHER SARAH

DARK HORSE (1995-current)

1 TNg KOt mother searches wasteland for her children.....2.50

LEGEND OF SUPREME

IMAGE (1994-current)

1-3 Revelations,p1-3.....2.50
4 Supreme leaves Earth.....2.50

LEGENDS

DC COMICS (1986-1987)

1 JBy JOs.....3.00
2 JBy JOs.....2.50
3 JBy JOs 1:Suicide Squad.....2.00
4-5 JBy JOs.....2.00
6 JBy JOs 1.New JLA.....5.00
TPB reprints mini-series.....9.95

LEGENDS OF THE DARK KNIGHT

DC COMICS (1989-current)

0 publisher obsessed w/Batman.....2.50
1A EHa DOn Shaman, p1, O:Batman,yellow cover.....6.00
1B blue cover.....6.00
1C orange cover.....6.00
1D pink cover.....6.00
2 EHa DOn p2,Cult of Chubala.....3.00
3 EHa DOn p3,vs Cult.....3.00
4 EHa DOn p4,Manor attacked.....3.00
5 EHa DOn p5,D:Cult.....2.25
6 KJa GMo Gothic, p1, 1:Mr. Whisper.....3.50
7 KJa GMo p2,O:Bruce Wayne.....2.75
8 KJa GMo p3,O:Mr. Whisper.....2.75
9 KJa GMo p4,vs Mr. Whisper.....2.75
10 KJa GMo p5,D:Mr. Whisper.....2.25
11 PGu DMo Prey, p1,Catwoman, vs Hugo Strange.....5.00
12 PGu DMo p2,Catwoman.....4.25
13 PGu DMo p3,vs Catwoman, 1:Night Scourge.....4.00
14 PGu DMo p4,Catwoman, Batman drugged.....3.25
15 PGu DMo p5,D:Night Scourge, Catwoman,Hugo Strange discredited.....3.00
16 RBr DOn Venom p1,Batman takes mind-altering steroids.....10.00
17 RBr DOn p2,Batman addicted...10.00
18 RBr DOn p3,goes cold turkey....10.00
19 RBr DOn p4,vs Slaycroft.....10.00
20 RBr DOn p5,D:Slaycroft.....10.00
21-33.....2.00
34-49.....1.75
50 BBl DOn early encounter w/Joker,pin-up gallery by var's artists,foil-enh'd cvr,double sz....5.00
51-61.....1.75
62 KnightsEnd,p4.....2.50
63 BKi DOn KnightsEnd,p10,climax in Batcave.....3.00
64 JDe CBc Terminus.....1.95
65 Joker triumphant!.....1.95
66 Going Sane,p2; victory over Batman begins to drive Joker sane!.....1.95
67 Sane,p3; recovered Batman faces now sane Joker.....1.95
68 Sane,p4; Joker snaps again.....1.95
69 Criminals,p1; Batman undercover in Blackgate prison.....1.95
70 Criminals,p2; prison riot.....1.95
71 murderous werewolf in London...1.95
72 Werewolf, p2.....1.95
ANNUAL 1 JAp/KGi DOn Joker.....3.95
ANNUAL 2.....3.50
ANNUAL 3 MMn/LMc/GMr DOn.....3.50
ANNUAL 4 JSo BAu/MWd.....3.50
HALLOW'N SPECIAL 1 die-cut cvr, vs Scarecrow.....6.95
HALLOW'N SPECIAL 2.MADNESS vs. the Mad Hatter.....4.95

COLLECTED LEGENDS OF THE DARK KNIGHT

SC reprints popular story arcs.....12.95

GOTHIC

TPB rep #6-10.....12.95

PREY

TPB rep #11-15.....12.95

SHAMAN

TPB rep LODK #1-5.....12.95

VENOM

TPB rep LODK #16-20.....12.95

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DC COMICS (1994)

1 DBn WSi Superman & Batman team up,foil-embossed cvr,PF.....4.95
2 DBn WSi vs Tullus,S. Banshee.....4.95
3 DBn WSi B'man saves both men....4.95
TPB collects mini-series.....14.95

L.E.G.I.O.N.

DC COMICS (1989-1994)

L.E.G.I.O.N. '89

1 BKi KGi vs Colu.....5.00
2 BKi KGi Colu freed.....4.00
3 BKi KGi Lobo,vs Starr (the human form of Colu's computers).....5.00
4 BKi KGi vs Lobo,Strata's body cracked.....4.75
5 BKi KGi J:Lobo.....4.75
6 BKi KGi Caim,D:Bek's father.....4.75
7 BKi KGi Stealth kills Vrl Dox, Stealth revealed to be pregnant.....4.75
8 BKi KGi 1:Marij'n,Lobo loses power to replicate,Lyrissa Mallor becomes leader of LEGION.....4.50
9 BKi KGi 1:Phase.....4.00
10 BKi KGi R:Dox,Lobo vs Dox.....4.00

L.E.G.I.O.N. '90

11 BKi KGi Emerald Eye,Starr conquers Talok.....3.75
12 BKi KGi Eye joins with Bek.....3.50
13 BKi KGi 1:Lydea Mallor,Lady Quark,LEGION vs Eye.....3.75
14 BKi KGi Lydea tortured, 1:Dragon Ra (cameo).....4.00
15 BKi KGi 1:Telepath,Bek insane, Lydea Mallor now called Lydea Darkstar,1:Dragon Ra (full).....4.00
16 BKi KGi Lobo vs Dragon Ra, Lady Quark,Captain Comet, 1:Valor.....3.75
17 JFe AGr.....3.50
18 JFe AGr.....3.25
19 JFe AGr.....3.00
20 JFe AGr.....2.50
21 JFe AGr D:Lyrissa Mallor.....3.00
22 JFe AGr LEGION vs Starr.....2.25

L.E.G.I.O.N. '91

23 JFe AGr O:R.J. Brande.....2.25
24 RPr.....2.50
25 BKi AGr Lobo vs Khunds.....2.25
26 BKi AGr LEGION vs Khunds.....2.25
27 BKi AGr Comet & Marij'n in love,Stealth in labor.....2.25
28 KGi KGi Stealth gives birth.....2.25
29 BKi AGr J:Captain Comet.....2.25
30 BKi AGr R.Stealth.....2.25
31 BKi AGr War of the Gods, Captain Marvel vs Lobo.....2.25
32-34 BKi AGr.....2.25

L.E.G.I.O.N. '92

35 BKi AGr Captain Comet vs Dox,1:Ronzin Daark & team.....2.00
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37 BKi AGr HQ invaded.....2.00
38 LMd AGr Lobo vs Iceman.....2.25
39 BKi AGr vs Max G'odd.....2.00
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42 BKi murder mystery.....2.00
43 BKi Yeltsin-Beta.....1.75
44-45 BKi.....1.50
46 Hal Jordan.....1.50
47 BKi Lobo vs. H. Jordan.....1.50

L.E.G.I.O.N. '93

48 BKi.....1.75
49 BKi MWd D:Stealth.....1.75
50 BKi MWd vs Ig'nea.....3.50
51-61 BKi MWd.....1.75

L.E.G.I.O.N. '94

62 mystery of Dox & Stealth's child revealed.....1.75
63 Lobo's pal,Superman.....1.75
64 Mr. B experiments on Stealth.....1.75
65 vs Brain Bandit,Stealth changes...1.75
66 Stealth develops secret ID.....1.75
67.....1.75
68 traitor revealed.....1.75
69 secrets of Phase's past revealed, Dox begins to lose control.....1.75
70 ZERO HOUR, final issue.....4.00
ANNUAL 1 Superman X-over.....4.50
ANNUAL 2 MMk AGr Arm 2001, LEGION '01,D:LEGION.....2.95
ANNUAL 3 Eclipso.....2.95
ANNUAL 4 Bloodlines,p23,1:Pax.....3.50
ANNUAL 5 Elseworlds story.....3.50

LEGIONNAIRES

DC COMICS (1992-current)

0 first mission for new Legion.....2.25
1-9 CSp TBm/MBm.....1.25
10-17 TBm/MBm.....1.50
18 CGr MWd End,p4,ZERO HOUR...2.50
19 problems from within & without.1.50
20 battle on the Moon.....1.50
21 challenge of rival team.....1.50
22 trapped on prison planet.....1.50
23 team faced with...boredom?!.....1.50
24 one of Triad's bodies is injured....1.50
25 Chameleon fights native of his home planet.....1.50
ANNUAL 1 PPe MWd Elseworlds story.....2.95

LEGIONNAIRES 3

DC COMICS (1986)

1-4.....2.00

LEGION OF SUBSTITUTE HEROES

DC COMICS (1985)

1 KGi PLe.....1.50

LEGION OF SUPER-HEROES

DC COMICS (1973)

1.....6.00
2-4.....3.00

2ND SERIES (1980-1984)

previously Superboy and the L.O.S.H.

259.....5.50
260-270.....3.25
271-284.....1.75
285-286.....3.50
287 KGi.....5.00
288-294 KGi PLe.....3.00
295-299 KGi PLe.....1.25
300 KGi PLe.....3.00
301-313 KGi PLe.....1.25
ANNUAL 1.....2.50
ANNUAL 2-3.....2.25

becomes *Tales of the L.O.S.H.*

3RD SERIES (Baxter Paper) (1984-1989)

1 KGi PLe Leg. of Super-Villains.....4.00
2-15.....2.00
16 Crisis.....2.00
17 O:Legion.....2.00
18 Crisis.....2.00
19-20.....2.00
21-36.....1.75
37 GLa PLe Superboy.....10.00
38 GLa PLe D.Superboy.....15.00
39-44 GLa PLe.....1.75
45 GLa PLe Conspiracy,30th anniv...3.00
46-49 GLa PLe Conspiracy.....1.75
50 KGi PLe D:Time Trapper.....2.50
51-56 KGi PLe.....1.75
57-58 KGi PLe vs Emer. Empress.....1.75
59 KGi PLe.....1.75
60-61 KGi PLe Magic Wars.....1.75
62 KGi PLe D:Magnetic Kid.....1.75
63 KGi PLe final issue.....1.75
ANNUAL 1 "Who Shot Laurel Kent?"..3.00
ANNUAL 2-3.....2.75

4TH SERIES (1989-current)

0 post Zero Hour origin story.....1.95
1 KGi TBm/MBm R:Cosmic Boy.....3.00
2 KGi TBm/MBm R:Ultra Boy,1:Kono.....2.50
3-5 KGi TBm/MBm.....2.50
6 KGi TBm/MBm 1:Laurel Gand.....2.25
7 KGi TBm/MBm.....2.25
8 KGi TBm/MBm O:Legion.....2.50
9 KGi TBm/MBm O:L. Gand.....2.50
10-11 KGi TBm/MBm.....2.50
12 KGi TBm/MBm 1:K. Shakespeare.....2.50
13-20 KGi TBm/MBm.....2.25
21-24 KGi AGd Quiet Darkness,p1,Lobo,Darkseid.....2.25
25 DAb TBm/MBm R:old LOSH.....2.25
26 JPn KGi vs BION.....2.00
27 JPn KGi BION.....2.00
28 JPn KGi O:Sun Boy.....2.00
29 JPn KGi 1:Monica Sade.....2.00
30 JPn KGi Subs.....2.00
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38 Death app.....5.00
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50 TBm/MBm two stories,vs B.I.O.N.,double-sized.....3.50
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52 SIm TMw spotlight on T. Wolf....1.75
53 SIm TMw new dir'n,vs Glorith....1.75
54 SIm TMw team goes u'rground, die-cut,foil-stamped cvr.....2.95
55 SIm TMw vs Science Police.....1.75
56 SIm TMw R:Espionage Squad.....1.75
57 SIm TMw vs United Planets Academy,Khund Legionnaires.....1.75
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59 SIm TMw Weber's World war conclusion.....1.95
60 End of an Era,p3.....1.95
61 ZERO HOUR, End of an Era,p6.....1.95
62 new team members.....1.95
63 alien comes to earth for revenge.1.95
64 Live Wire fights to control his powers.....1.95
65 breakout on prison planet.....1.95
66 search for new members.....1.95
67 Leviathan's mission of vengeance 1.95
68 team must capture Tangleweb....1.95
69 sacrifice of a teammate.....2.25
ANNUAL 1.....3.50
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ANNUAL 3 BPe TBm new Timber Wolf, truth about Lightning Lad.....3.50
ANNUAL 4 SIm TBm/MBm Bloodlines,p12,1:Jamm.....3.50
ANNUAL 5 Elseworlds tale.....3.50
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GREAT DARKNESS SAGA (1989)

TPB rep #290-294, Ann #2.....17.95

LEGION ARCHIVES

1-5 HC reprints.....39.95

LEGION OF THE NIGHT

MARVEL (1991)

1 WPo SGe.....5.00
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LEONARDO

MIRAGE (1986)

1 TMNT character.....11.00

LETHAL FOES OF SPIDER-MAN

MARVEL (1993)

1-4 DFi.....1.75

LETHARGIC COMICS

ALPHA PRODUCTIONS

1 Reign of the Lethargic Lads.....2.50
1A sgnd. re-release, w/orig. drawing 5.00
2-3.....2.50
π (yes, that really is the issue #!).....2.50
4-8.....2.50
9.....2.50

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1 comes w/issues 1-6, and everything you need to put together and bind your own trade paperback.....14.50

MANTRA #18... Lukasz and Mantra return home from the Godwheel. Yes, both of them return, in different bodies, even. Eden gets pregnant and gives birth the next day, just in time for NecroMantra to take over the baby.

WIZARD PRICE GUIDE

LISA COMICS
BONGO COMICS (1995-current)
1 Lisa Simpson in her own series 2.25

LOBO
DC COMICS
MINI-SERIES (1990-1991)
1 SBi AGr 1:Ms. Tribb.....6.50
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3 SBi AGr spelling bee.....5.50
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3 .....3.50
4-7 .....1.75
8-13 .....1.95
14 Lobo, P.I., p1.....1.95
15 Lobo, P.I., p2.....1.95
16 Lobo, P.I., p3.....2.25
ANNUAL 1 Bloodlines,p1,1:Layla.....3.50
ANNUAL 2 Elseworlds stories.....3.50
A CONTRACT ON GAWD (1994)
1-2 KDw AGr.....1.75
3 KDw AGr.....1.75
4 KDw AGr.....1.75
BLAZING CHAIN OF LOVE (1992)
1 DCw KGi AGr.....1.50
BOUNTY HUNTING FOR FUN AND PROFIT (1995)
1 Lobo instructs fanboy how to be a sucessful bounty-hunter 4.95
CONVENTION SPECIAL (1993)
1 KGi goes to comic book con.....1.75
GREATEST HITS
TPB reprints.....12.95
INFANTICIDE (1992-1993)
1-4 KGi AGr 1.50
IN THE CHAIR (1994-current)
1 AGr MEm Lobo at the mercy of crazed barbers (bad hair day?) 1.95
LOBOCOP (1994)
1 MEm AGr subject of experiment....1.95
LOBO'S BIG BABE SPRING BREAK SPECIAL (1995)
1 JBl AGr hired to protect beauty contest participants.....1.95
LOBO: THE LAST CZARNIAN
TPB reprints mini-series, sketch and pin-up pages 9.95
PARAMILITARY X-MAS SPECIAL (1991)
1 KGi SBi Lobo vs Santa.....2.39
PORTRAIT OF A VICTIM (1993)
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SLIPCASE PACKAGE
set of three books.....29.87

LOBO/DEADMAN: THE BRAVE AND THE BALD
DC COMICS (1994)
MEm AGr 3.50

LOBO'S BACK
DC COMICS (1992)
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2 SBi KGi Lobo's a woman.....2.00
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4 SBi KGi.....1.50
LOBO'S BACK'S BACK (1993)
TPB reprints entire mini-series, die-cut cover by GFa 9.95

LOBO: UNAMERICAN GLADIATORS
DC COMICS (1993)
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LOGAN'S RUN
MARVEL (1977)
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6 MZe Thanos & Drax.....10.00
7 GPe.....1.25

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TOPPS (1994)
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4 AAd ANo Spider-Man 9.00
5 AAd ANo 1:Quark.....9.00
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3 BLa JSh S.Nation p3;1:Tekla.....15.00
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4 BLa JSh S.Nation p4,Rai 12.00
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32 JCf JOs Battle concludes.....2.25
33 JCf JOs Ivar,the Timewalker.....2.25
34 JCf JOs vs Malevs for Australia.....2.25
35 JCf JOs Malev War continues 2.25
36 JCf Leeja goes into labor, Valiant Era II card.....2.25
37 TBe JCf The Last Day,p1,final assault on Malev Emperor.....2.25
38 TBe JCf young Torque 2.25
39 JCf TBe 1:Torque as adult 2.25
40 JCf TBe Torque visits Rai 2.25
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42 Torque battles Takashi.....2.25
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44 Torque & Slagger on Triton.....2.25
45 Torque returns to Earth 2.25
46 battle with Immortal Enemy 2.25
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4 SMs MWo learns secret of name....2.95
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OUTSIDERS #16... The Outsiders are attacked by the new Strike Force Kobra (this guy gets around). They escape capture, but discover that Halo's real body is still alive, and someone else is in it.

WIZARD PRICE GUIDE

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MONSTER OF FRANKENSTEIN

MARVEL (1973-1975)
1....18.00
2-7....9.00
8-9 Dracula....10.00
10-12....7.00
13-18....4.00

MONSTERS ON THE PROWL

MARVEL (1971-1974)
previously *Chamber of Darkness*
9....5.00
10-15....3.00
16 4th app. Kull....5.00
17-20....3.00
21-30....2.00

MOON KNIGHT

MARVEL (1980-1984)
1 BSi DMo....7.00
2-7 BSi DMo....3.50
8 BSi DMo....3.25
9-11 BSi DMo....3.00
12-14 BSi DMo....2.75
15 BSi DMo 1st direct sale issue....4.00
16-20 BSi DMo....2.50
21 BSi DMo....2.25
22-34 BSi DMo....2.00
35 BSi DMo X-Men....4.00
36-38 BSi DMo....2.00

2ND SERIES (1985)
1 CWa AZe....2.00
2-6 CWa AZe....1.75

3RD SERIES (1989-1994)
1 SVe CDi Bushman....5.00
2 SVe CDi Spider-Man....3.00
3-4 SVe CDi....2.25
5 CDi Black Cat....2.25
6-7 CDi Brother Voodoo....2.25
8-9 CDi Punisher....3.50
10 Killer Shrike....2.00
11-12 Arsenal....2.00
13-14 Bushman....2.00
15 Paladin....2.00
16-18 Trial of Marc Spector....2.00
19 Spider-Man,Punisher....5.00
20 Spider-Man,Punisher....3.75
21 Spider-Man,Punisher....3.00
22 Chainsaw....2.25
23-24....2.25
25 Ghost Rider....3.25
26-34....2.00
35 RGa TKa Blood Brothers, p1, Punisher....1.75
36-37 RGa TKa p2-3,Punisher....1.75
38 RGa TKa p4,Punisher, Dr. Doom,D:Randall....1.75
39 GKw TKa new costume, Dr Doom....1.75
40-49....1.75
50....3.50
51 Gambit....1.75
52-54....1.75
55 SPt vs Sunstreak....18.00
56 SPt vs Seth the Immortal....12.00
57 SPt Infinity Crusade epilogue....9.50
58....4.00
59 D:B oodline....3.50
60 SPt final issue,D:Moon Knight....6.00
SPECIAL 1....2.50

DIVIDED WE FALL (1992)
1 DCw BJo Bushman....4.95

MOONSHADOW

MARVEL (1983-1984)
1 JMu O: Moonshadow....10.00
2....5.00
3-6....4.00
7-12....3.00

MOONSHADOW

DC COMICS (1994-current)
1 JMu JDm reprints adult comic about wanderings of young boy....2.25
2-8....2.25
9 JMu JDm finds Ira....2.25
10 JMu JDm interplanetary bordello....2.25

MORBIUS

MARVEL (1992-current)
1 RWa LKa....4.00
2-5 RWa LKa....3.00
6-10 RWa LKa....1.75
11 RWa Nightstalkers....1.75
12 RWa Midnight Massacre,p4, "Darkhold Envelope" cvr....2.25
13-20....1.75
21-24....1.95
25 dbl size, Morbius falls in love....2.50
26 Lena falls for Dr. Michaels....1.95
27 Morbius swears off blood....1.95
28 Morbius goes cold turkey; W'wolf by Night guest stars....1.95
29 Morbius' funeral....1.95
30 Morbius comes back from the grave w/new powers....1.95
31 strange corpse found in hospital....1.95
32 Lena learns Morbius' ID....1.95

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MORBIUS REVISITED

MARVEL (1993)
1-5....1.95

MORTAL KOMBAT

MALIBU (1994)
0 special stories based on game....2.95
1 based on video game....2.95
1A gold foil cover....14.95
1B special edition, new pgs,features....2.95
2-3....2.95
4 Kombat Zones....2.95
5 mayhem on Outworld....2.95
6....2.95

TOURNAMENT EDITION BATTLE FINALE (1994)
1 dbl-sz conclusion to "Blood & Thunder" storyline....3.95

MORTAL KOMBAT: BATTLEWAVE

MALIBU (1995-current)
1-2 Kombat free-for-all....2.95
3....2.95

MORTAL KOMBAT: GORO, PRINCE OF PAIN

MALIBU (1994)
1-3 the big guy with the four arms gets his own mini-series....2.95

MORTAL KOMBAT: RAYDEN/KANO

MALIBU (1995-current)
1 team up between Kombat titans; foil-stamped cover....4.95
1A regular cover....2.95
2 battle on Outworld; Reptile....2.95

MORTAL KOMBAT: U.S. SPECIAL FORCES

MALIBU (1995)
1 the U.S. team in own mini-series....3.50
2 final issue....2.95

MR. HERO: THE NEWMATIC MAN

TEKNO•COMIX (1994-current)
1 TSi JVn adventures of robotic hero, created by Neil Gaiman....2.50
2 TSi JVn faces Teknophage....1.95
3 TSi JVn upgrades armor; 1: Adam Cain....1.95
4 TSi JVn....1.95
5 TSi JVn Teknophage plans to corrupt Jenny....1.95
6 TSi JVn hand & head problems....1.95

MR. MONSTER VS. THE NAZIS FROM MARS

ATOMEKA
1 MGi GFr....4.95

MR. PUNCH

DC COMICS (1994)
HC DMk NGa nightmarish tale about childhood fear and pain....24.95

MS. MARVEL

MARVEL (1977-1979)
1 JBu GCy 1:Ms. Marvel....5.00
2 JBu GCy O:Ms. Marvel, 1:Destructor....4.00
3-8....3.00
9 KPo CCl 1:Deathbird....5.00
10-12....3.00
13-15....2.00
16 JMo CCl cameo:Mystique....10.00
17 cameo:Mystique....4.00
18 1st full Mystique....10.00
19-23....2.00

MS. MYSTIC

PACIFIC (1982-1984)
1 O:Ms. Mystic....6.00
2 1.Urth 4....4.00

CONTINUITY

1ST SERIES
1 reprints Pacific series #1....4.00
2 reprints Pacific series #2....3.25
3....2.75
4-9....2.50

2ND SERIES
1 Deathwatch 2000 p6,w/card, Fusion Dot Stereogram cover....2.50
2 D'watch 2000 p12,vs T-Rex, bgd w/2 cards,wraparound cvr....2.50
3 DW 2000 p18,Highperion, Spanng Ting,bgd w/card, wraparound Tyvek cover....2.50

3RD SERIES (1993)
1....2.50
2-9....2.50

MY GREATEST ADVENTURE

DC COMICS (1955-1964)
1....775.00
2....360.00
3-6....250.00
7-12....165.00
13-15....125.00
16-18 Kirby art....140.00
19....100.00
20-21 Kirby art....125.00
22-24....100.00
25-27....75.00
28 Kirby art....125.00
29-40....70.00
41-61....35.00
62 1st 12¢ issue....35.00
63-79....20.00
80 BPr ADr 1:Doom Patrol, 1:General Immortus....320.00
81-85....100.00
becomes *Doom Patrol*

MY NAME IS HOLOCAUST

DC COMICS (1995-current)
1 mini-series for BLOOD SYNDICATE character....2.50
2 Bad Betty, John Tower....2.50

MYSTERY INCORPORATED

IMAGE
ASHCAN 1....13.50

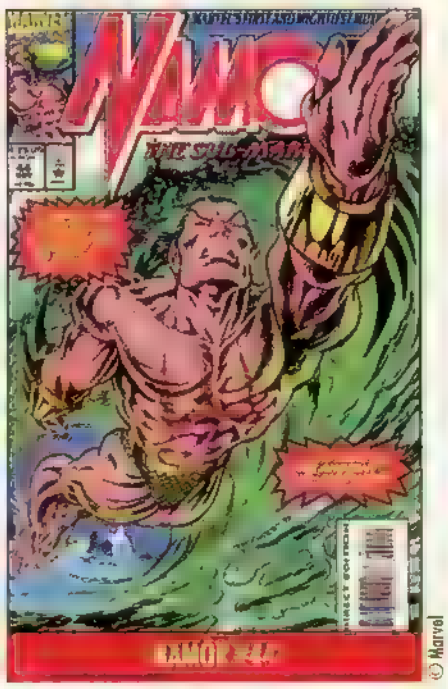
MYSTERY IN SPACE

DC COMICS (1951-1981)
1 Frazetta art....1,700.00
2....600.00
3-6....500.00
7-12....400.00
13-18....225.00
19....250.00
20-24....200.00
25-30....150.00
31-52....125.00
53 B Adam Strange....925.00
54....300.00
55....200.00
56-60....125.00
61-71....80.00
72 1st 12-cent issue....75.00
73-74....60.00
75 Justice League x-over....185.00
76-80....60.00
81-86....45.00
87 Hawkman....175.00
88-89 Hawkman....110.00
90 Hawkman (pre-H'kman #1)....110.00
91....20.00
92-103 Space Ranger....25.00
104-110 (1966)....10.00
111-117 (1980 series)....3.00

THE MYSTERY PLAY

DC COMICS (1994)
HC JMu GMo psychol'l mystery....19.95

THE 'NAM
MARVEL (1986-1993)
1 MGo DMu 4.00
2-12 ....2.50
13-51 ....2.00
52 Punisher 3.00
52A 2nd print, Blue 1.75
53 Punisher 2 00
54-74 ....1.75
75 double size 1.75
76-84 ....1.75



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NAMOR
MARVEL (1990-current)
1 JBy JBy Sub-Mariner 5.00
2 JBy JBy Griffin 4 00
3-6 JBy JBy 2 50
7-22 JBy JBy 1 75
23 JBy JBy Wolverine,R.Iron Fist 2.50
24 JBy JBy Iron Fist,Dr Strange, Wolverine 2 50
25 JBy JBy O:Iron Fist,Wolverine 2 50
26 JAl JBy 1:Jae Lee Namor 10 00
27 JAl JBy vs Namorita 7 25
28 JAl JBy Iron Fist 6.25
29 JAl JBy Namorita 5.00
30 ....4.50
31 Dr. Doom 4.00
32 ....1.25
33 JAl BHa Doom,Iron Fist 1.25
34-37 ....1.25
38-49 ....1.25
50 affair w/Susan Richards, silver/transparent cvr,dbl sz 2.95
50A regular cvr edition 1.75
51-52 GIs GHd 1.50
53-57 GIs GHd Llyron, Namor's son 1.50
58-59 GIs GHd battles Abomination 1.50
60 GIs GHd beset by foes 1.50
61 GIs GHd 1.50
62 GIs GHd Atlantis Rising prelude 1.50
ANNUAL 1 ....2.00
ANNUAL 2 JFr RMz Return of the Defenders p2 ....2.25
ANNUAL 3 RMz 1.Assassin, Iron Fist,bagged w/card 2.95
ANNUAL 4 MDa KBi Hydra plot 2.95

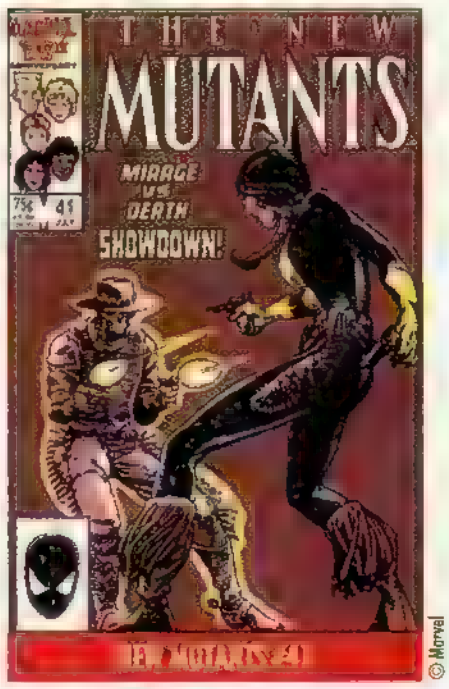
NECROMANTRA/LORD PUMPKIN
MALIBU (1995-current)
1 flip-book mini-series, also featuring Marvel's Loki 2.95

NEGATIVE BURN
CALIBER PRESS (1993-current)
1 ....4.00
2 ....3 00
3 Bone preview 3.00
4-12 ....2.95
13 ....3.95
14-21 ....2.95
22 ....2.95
NEGATIVE BURN: BEST OF YEAR ONE (1995)
TPB reprints 9 95

NEW ADVENTURES OF SUPERBOY
DC COMICS (1980-1984)
1-54 ....1.25

NEW GODS
DC COMICS (1971-1978)
1 Jack Kirby art 35.00
2 JKi 18.00
3 JKi 15.00
4-6 JKi giant sz 15 00
7-9 JKi giant sz 10.00
10-11 JKi 8.00
12-19 JKi 4.00

NEWMEN
IMAGE (1994-current)
1 ESp JMs 1:Newmen, vs Elemental 1.95
2 ESp JMs 1.95
3 ESp JMs 1 95
4 ESp JMs guest starring Ripclaw 1.95
5 Newmen and Ripclaw vs. Ikonn 2.50
6 ESp JMs b'day bash turns deadly 2.50
7 ESp JMs Brotherhood of Man 2.50
8 ESp TNu New Blood,p1 ....2.50
9 ESp JMs important revelations 2.50
10 Extreme Sacrifice,p4; bgd w/card 2.50
11 team finds they are outcasts 2.50
12 Reign turns his back on team 2.50
13 the Dominion, Bootleg 2.50



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NEW MUTANTS
MARVEL (1983-1991)
1 BMc CCl O:Karma 10 00
2 BMc CCl Brood Queen, Sebastian Shaw,vs Sentinels 6 50
3 BMc CCl 1:Demon Bear, vs Brood Queen 4.50
4 SBu CCl child abuse story 4.50
5-6 SBu CCl Silver Samurai, Viper,Team America 4.50
7 SBu CCl Karma missing, 1:Axe,X-Men cameo 4.50
8 SBu CCl 1:Lady Amara 4.50
9 SBu CCl 1:Nova Roma,1:Selene 4.50
10 SBu CCl 1:Amara as Magma, vs Selene 4.50
11 SBu CCl Selene defeated 4.00
12 SBu CCl J:Magma 4.00
13 SBu CCl 1:Douglas Ramsey, Kitty Pryde 4.00
14 SBu CCl J.Magik,vs Belasco, X-Men 4.00
15 SBu CCl W. Queen,K. Pryde 4.00
16 SBu CCl 1:Thunderbird II, 1:Hellions,W. Queen 6.00
17 SBu CCl vs Hellions,S. Shaw 4.00
18 BSi CCl 1:new Warlock,1:Magus B:Demon Bear saga,Rachel 12 00
19 BSi CCl Demon Bear p2, Starjammers 4 00
20 BSi CCl D:Demon Bear 4 00
21 BSi CCl O&J:Warlock, J:Cypher(D. Ramsey),dbl sz 12.00
22 BSi CCl Selene joins Hellfire Club,X-Men 3.50
23 BSi CCl Cloak & Dagger, Colossus,Magneto,Sunspot 3.50
24 BSi CCl O:C& D,Magneto 3.50
25 BSi CCl 1:D. Haller cameo (Legion) 10.00
26 BSi CCl D. Haller shows powers 15.00
27 BSi CCl 1: Haller as Legion 12.00
28 BSi CCl O:Legion 10.00
29 BSi CCl 1:Guido(Strong Guy), Magneto,vs Gladiators 4.25
30 BSi CCl R:Karma,Dazzler, Beyonder cameo 3 50
31 BSi CCl vs Karma,Shadowcat 3 50
32 SLa CCl vs Karma 3 25
33 SLa CCl Storm,vs Karma 3.25
34 SLa CCl vs Amahl Farouk, J:Karma,Storm 3 25
35 BSi CCl Magneto becomes new team leader 3 25
36 BSi CCl Beyonder,K. Pryde 3.25
37 BSi CCl Beyonder kills New Mutants,She-Hulk cameo 3.25
38 RLe CCl R:N. Mutants,Magneto closes Xavier's school,Hellions 3.25
39 KPo NM's join Hellions,WQ 3.25
40 JGu CCl NM's return to school, Avengers vs Magneto 3.25
41 JGu CCl Mirage 3.25
42 JGu CCl Dazzler 3.25
43 vs Empath 3 25
44 JGu CCl vs Legion 8 50
45 JGu CCl suicide/prejudice story,1&D:Larry Bodine 3.25
46 JGu CCl Mutant Massacre 3.25
47 JGu CCl 3.25
48 JGu CCl future story 3 25
49 future story 3 25
50 JGu CCl double sz,vs Magus, R:Professor X 3.25
51-58 ....3 25
59 BBl LSi Fall of the Mutants, vs Dr. Animus 3.25
60-72 BBl LSi 2.75
73 Inf. Magik loses powers,dbl sz 2.75
74 1:X-Terminators 2.50
75 JBy vs Magneto,Black King 4.00
76 J:X-Terminators 2.75
77 vs Mirage 2.75
78 vs Freedom Force 2.75
79 vs Hela 2.75
80-83 Asgard 2.75
84 Queen Ula 2 75
85 Liefeld cvr,vs Mirage 5 50
86 RLd LSi Acts of Vengeance,1:Stryfe (cameo),Cable promo 15 00
87 RLd LSi 1:Cable,1:MLF, 1:Stryfe(full),Freedom Force 40.00
87A 2nd print 1.00
88 RLd LSi Cable vs Freedom Force,Archangel 15.00
89 RLd LSi J:Cable,Frdm Force 10.00
90 RLd LSi Sabretooth vs Caliban,new costumes 10.00
91 RLd LSi Sabretooth vs Caliban,Mortocks 10.00
92 BHl DZi vs Skrulls,fill-in story 5.00
93 RLd LSi Wolv,Sunfire,1:Sumo, 1:Dragoness,1:Kamikaze 10.00
94 RLd LSi Wolverine vs Cable, Sunfire vs MLF,Stryfe 10.00
95 RLd LSi D:Warlock, X-Tinction Agenda p2 ....10.00
95A 2nd Printing 4.00
96 RLd LSi X-Factor,X-Men, X-Tinction Agenda p5 ....10.00
97 GYa LSi X-Factor,X-Men, X-Tinction Agenda p8 ....10.00
98 RLd FNi 1:Vanessa(as Domino), 1:Deadpool,1:Gideon 11.50
99 RLd FNi Q:Sunspot,1:Feral, 1:Shatterstar,J:Warpath 9.00
100 RLd FNi double size, I:X-Force,IR:Stryfe 10.00
100A 2nd Printing,Gold 4.25
100B 3rd Printing,Silver 1.50
PF reps Marvel Graphic Novel #4 ....5.95
ANNUAL 1 1: Lila Cheney 6.50
ANNUAL 2 Mojo, 1:Psylocke, 1:Meggan 4.00
ANNUAL 3 Impossible Man 4 00
ANNUAL 4 Evolutionary Wars 5 00
ANNUAL 5 Atlantis Attacks 23 00
ANNUAL 6 Days of Future Pres 7 50
ANNUAL 7 early X-Force story 4 00
DEMON BEAR SAGA (1990)
TPB Reprints 8.95

NEW TEEN TITANS
DC COMICS (1980-1984)
1 GPe MWo 1&O:Cyborg, 1&O:Starfire II,1:Grant Wilson 15.00
2 GPe MWo 1:Deathstroke, 1:Wintergreen,1:Grant Wilson as Ravager,D:Ravager,1:Trigon 20.00
3 GPe MWo 1&O:Psimon, O:Raven,O:Starfire 6.00
4 GPe MWo JLA,O:Trigon 8.00
5 CSw MWo JLA,vs Goronn 6.00
6 GPe MWo vs Trigon 4.50
7 GPe MWo O:Cyborg,vs Fearsome Five,Titans Tower blueprints 4 50
8 GPe MWo 1:Terry Long 4.50
9 GPe MWo vs Puppeteer 4.50
10 GPe MWo IR:Deathstroke, O:Changeling 10 00
11-21 ....2.75
22-28 GPe MWo 2.25
29 GPe MWo Brother Blood 1.75
30 GPe MWo J:Terra 1 75
31 GPe MWo Raven insane 1 25
32 GPe MWo O:Kid Flash 1.25
33 GPe MWo D.Trident 1.25
34 GPe MWo Deathstroke 6 00
35 KPo MWo Sarah Simms 1.25
36 KPo MWo H.I.V.E 1.25
37 GPe MWo Batman 1.75
38 GPe MWo O:Wonder Girl 1.25
39 GPe MWo Q:Kid Flash, last Dick Grayson Robin 6 00
40 GPe MWo Brother Blood 1 25
ANNUAL 1 GPe MWo Omega Men 3 75
ANNUAL 2 GPe MWo 1:Adrian Chase as Vigilante II 3 50
becomes *Tales of the Teen Titans*
DRUG AWARENESS GIVEAWAY (1983)
1 GPe MWo 1:Protector, from the Keebler Co. 2.00
2 RAn MWo Protector, from American Soft Drinks 1.50
3 AGn MWo Protector, from IBM corporation 1.50
2ND SERIES (1984-1988)
1 GPe MWo Raven posessed 5.00
2-4 GPe MWo Trigons 3.00
5 GPe MWo D:Trigon 3.00
6 GPe MWo Aqualad 3.00
7 JLz MWo 1.Thia 3.00
8 JLz MWo O.Lilith 3.00
9 JLz MWo D:Thia 3.00
10-49 ....2 00
ANNUAL 1 EHa MWo Superman, Brainiac,1:The Vanguard 2.50
ANNUAL 2 O:B. Blood 2.50
ANNUAL 3 I: Danny Chase 2.50
ANNUAL 4 ....2.50
Becomes *New Titans*
THE JUDAS CONTRACT (1988)
TPB 14.95

THE NEW TICK
NEW ENGLAND COMICS
1 by various artists,writers 3 25

NEW TITANS
DC COMICS (1988-current)
previously *New Teen Titans* (2nd)
0 MWo JJn Zero Hour aftermath;new team created 1.95
50 GPe MWo Wonder Girl's story 5 00
51-54 GPe MWo W. Girl's story 2.75
55 GPe MWo WG becomes Troia 2.75
56-59 GPe MWo 2.75
60 TGr MWo Lonely Place of Dying 5.00
61 TGr MWo Lonely Place of Dying 5.00
62-65 TGr MWo Deathstroke 2.25
66-69 TGr MWo 2.25
70 TGr MWo Deathstroke 2.25
71 TGr MWo Titans Hunt 5.75
72-75 TGr MWo Titans Hunt 4.25
76 TGr MWo D:Titans Tower 3.50
77-78 TGr MWo 2 25
79 TGr MWo 1:Team Titans 2 25
80 Team Titans 2 25
81 War of the Gods 2.25
82 TGr MWo Wildebeests 2 25
83 TGr MWo D:Jericho 2.25
84 TGr MWo D:Raven 2.25
85 TGr MWo O:Phantasm, Wildebeest child born 2.00
86 TGr MWo Deathstroke vs Nightwing for leadership 2.00
87 LSi MWo Nightwing's new costume,Superman 2.00
88 TGr MWo vs Team Titans 1.75
89 JBr MWo 1.75
90 TGr MWo Total Chaos,p2, Team Titans 1.75
91 TGr MWo Total Chaos,p5, Team Titans 1.75
92 TGr MWo Total Chaos,p8, Team Titans 1.75
93 Titans Sell-Out 1.75
94-96 Red Star,Cyborg 1.75
97-99 The Darkening,p1-3 ....1.75
100 p4,dbl sz,vs Raven,Nightwing vs Deathwing,Arsenal,Team Titans, Flash,holograp'c foil cvr,pin-ups 3.50
101-111 ....1.75
112 BJa MWo settle in new HQ 1.95
113 BJa MWo N'wing reassesses relationships w/ Starfire & Titans 1.95

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PRIME #17... Kevin's mom moves him and herself to New York to get away from Prime. Kind of tough when he *is* Prime. Also, Prime beats up a sea monster and then faces an even uglier nemesis...the media. (Yuck!)

WIZARD PRICE GUIDE

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114 new team forms 1.95
115 Chan'ling consumed by Trigon .1.95
116 Changeling on rampage....1.95
117 Green Lantern helps in battle w/Psimon 1.95
118 Raven prepares to battle her former teammates 1.95
119 battle with Raven 1.95
120 Raven holds Mirage captive; evil Supergirl attacks 1.95
121 team battles old Titans team ..1.95
122 Supergirl joins team 2.25
ANNUAL 5-6 ....3.75
ANNUAL 7 Arm 2001 ....4.00
ANNUAL 8 Eclipso 3.75
ANNUAL 9 MDa Bloodlines,p5; 1:Anima 3.50
ANNUAL 10 SCl MWo Elseworlds 3.50
ANNUAL 11 info on team members .3.95

NEW TWO-FISTED TALES VOL.II

DARK HORSE (1994)
1 war stories by various talents 4.95

NEW WARRIORS

MARVEL (1990-current)
1 MBa FNi Avengers 15.00
1A 2nd print 3.50
2 MBa FNi Midnights Fire 10.00
3 MBa FNi Mad Thinker 7.00
4-5 ....5.00
6 MBa FNi Inhumans 5.00
7 MBa FNi Punisher cameo 5.00
8 MBa FNi Punisher 6.00
9 MBa FNi Punisher 6.00
10 MBa FNi White Queen 5.00
11 MBa FNi Wolverine 5.00
12 MBa FNi Juggernaut 5.00
13 MBa FNi Juggernaut 4.00
14 MBa FNi Sea Urchin 3.75
15 MBa FNi vs Psionex 3.50
16 MBa FNi Terrax 3.50
17 MBa FNi FF,Silver Surfer 3.25
18 MBa FNi Chord 3.00
19 MBa FNi Gideon 2.75
20 MBa FNi Marvel Boy kills his father 2.50
21 MBa FNi Marvel Boy arrested ..2.25
22-24 ....2.00
25 MBa FNi D:Tai, Marvel Boy found guilty of manslaughter 2.50
26-34 DRb FNi 1.25
35-36 CBr FNi 1.25
37 DRb FNi New Warriors' families attacked 1.25
38 DRb FNi tie-in w/N.Th'sher #1 ....1.25
39 DRb FNi Super Nova returns to Earth 1.25
40 DRb FNi Direct Market edition, gold foil-enhanced cover 2.25
40A Newsstand ed.,regular cvr 1.25
41 ....1.25
42 search for Supernova 1.25
43 DRb FNi 1.25
44 DRb FNi R:Namorita 1.25
45-46 DRb FNi x-over w X-Force 1.25
47 DRb FNi Time & Time Again,p1, vs Sphinxes,separated in time 1.50
48 FNi Time,p4,vari's adventures 1.50
49 FNi Time,p7,discoveries 1.50
50 Time,p8, glow-in-the-dark cvr 2.95
50A regular cvr 2.00
51 new roster for team 1.50
52-53 Psionex 1.50
54 vs. out of control Speedball 1.50
55 Protocol 1.50
56 vs. Soldiers of Misfortune; death of a Warrior 1.50
57 Namor guest stars 1.50
58 Sabra helps team 1.50
59 Sabra out of control 1.50
60 dbl-sz.; Nova Omega,p2 ....2.50
ANNUAL 1 ....5.50
ANNUAL 2 ....2.25
ANNUAL 3 1:Void,bagged w/card 2.95
ANNUAL 4 R & vs:Psionex 2.95
ASHCAN 0.75
TPB rep Thor #411-412,New Warriors #1-4 ....12.95

NEXUS

FIRST (1983-1991)
1 SRu MBo 6.00
2-5 SRu MBo 2.75
6 SRu MBo 4.50
7-8 SRu MBo 3.75
9-54 SRu MBo 2.50
55-80 SRu MBo 2.25
BOOK ONE TPB reprints #1-5,with new material 14.95
BOOK TWO TPB reprints #6-10,with new material 14.95

NEXT NEXUS (1989)
1-4 MBo 3.00

NEXUS LEGENDS (1989-1991)
1 reprints 2.25
2-23 ....2.00

NEXUS: OUT OF THE VORTEX (1995-current)
1 JCo MBo searches for killer 2.50
2 JCo MBo Zolot,Grace 2.50
3 JCo MBo battle in the skies 2.50

NEXUS: WAGES OF SIN (1995-current)
1 SRu MBo must avenge young girl's family 2.95
2 SRu MBo searches for serial killer 2.95

NEXUS

DARK HORSE

THE LIBERATOR (1992)
1-4 ....2.50

THE ORIGIN (1992)
1 ....3.95

ALIEN JUSTICE (1992-1993)
1-3 ....3.95

NICK FURY AGENT OF S.H.I.E.L.D.

MARVEL (1968-1971)
1 ....35.00
2 ....25.00
3 ....20.00
4-5 ....18.00
6-7 ....12.00
8-10 ....5.00
11-12 ....4.50
13-14 ....3.00
15 1&D.Bullseye I 20.00
16-18 ....3.00

2ND SERIES (1989-1993)
1 ....3.25
2 ....2.25
3-30 ....1.50
31 Deathlok 1.50
32 ....1.75
33 recruits for super-team 1.75
34 G.W. Bridge 1.75
35 MWy SLo Mad Dog,Ivory,Smoke Skreen,Assault & Battery 1.75
36-47 ....1.75
ASHCAN history of Nick Fury 0.75

NICK FURY/BLACK WIDOW: DEATH DUTY (1995)
SC Night Raven 5.95

NICK FURY/CAPTAIN AMERICA (1995)
SC duo protects Russian defector 5.95

NICK FURY/WOLVERINE: SCORPIO CONNECTION
HC HCh AGn I:Scorpio II 16.95
SC 14.95

NICK FURY VS S.H.I.E.L.D.

MARVEL (1988)
1 PNe BHa Hydra, D:Clay Quartermain 17.00
2 PNe BHa rare 22.00
3 PNe BHa Tony Stark 12.00
4 PNe BHa Madame Hydra 7.50
5 PNe BHa Fury captured 7.50
6 PNe BHa SHIELD disbanded 7.50
TPB reprints mini-series 15.95

THE NIGHT BEFORE CHRISTMASK

DARK HORSE (1994)
HC RGe Christmastime, Mask style 9.95

© Marvel

NIGHTCRAWLER

MARVEL (1985-1986)
1 DCo DCo fantasy dimension 5.50
2 DCo DCo vs Snagreen the Sorcerer,Kitty Pryde,Illyana 4.00
3 DCo DCo alternate X-Men 3.00
4 DCo DCo return to Earth 3.00

NIGHTCRY

CRY F. D./VISUAL ANARCHY
1-2 horror anthology 4.95
3 horror anthology 4.95

COLLECTOR'S PACK (1995)
Limited Ed. bagged set of #1& 2, plus serigraph, all signed & numbered; also includes two special prints 14.95

NIGHT GLIDER

TOPPS (1993)
1 GCy RTh 1:Night Glider,vs Ninth Men,bagged w/card 2.95

THE NIGHT MAN

MALIBU (1993-current)
1 DRb SEn 1:N. Man,1:Deathmask, Rune story w/ #0 coupon 3.00
1A silver foil cover 15.00
2 ....2.25
3-14 ....1.95
15 Rigoletto 1.95
16 flip-bk w/U'verse Premiere #11 ....3.50
17 dangerous new villainess 2.50
18 Bloodyfly 2.50
19 battle to the finish w/Deathmask .2.50
ANNUAL 1 teams w/Strangers 3.95

NIGHTMARE

MARVEL (1994-1995)
1 JBe ANo mini-series for Dr. Strange villain 1.95
2 JBe ANo Exile plots takeover 1.95
3 JBe ANo Nightmare dumped by lover, targeted by Exile's assassins .1.95
4 JBe ANo final issue; battles Exile 1.95

NIGHTSTALKERS

MARVEL (1992-1994)
1 RGa DCh 2.75
2-9 ....1.75
10 KWo DCh Midnight Massacre, p1,"Darkhold Envelope" cvr 2.25
11-18 ....1.75

NIGHT THRASHER

MARVEL

FOUR CONTROL (MINI-SERIES, 1992-1993)
1-4 DHo FNi 2.00

SERIES (1993-current)
1 MBa FNi New Warriors,multi-level embossed/holo-grafx foil cvr 2.95
2-9 ....1.75
10-21 ....1.95

NIGHTWATCH

MARVEL (1994-1995)
1 solo book for Spider-Man char., prismatic foil/black ink cvr 2.50
1A newsstand edition 1.25
2-12 ....1.50

NINA'S NEW & IMPROVED ALL-TIME GREATEST COLL'S ITEM CLASSICS

DARK HORSE (1994)
1 NPa Eisner award-winn'g artist's second anthology comic 2.50

1963

IMAGE (1993)
1 Mystery Inc. 2.50
1 Gold Edition 15.00
2-6 ....1.95

NINJAK

ACCLAIM/VALIANT (1994-current)
0 Ninjak's origin,p1 ....2.50
00 origin,p2; birth of WEBNET 2.50
1 JQu MMo in mid. of WEBNET/ Weaponeers war,chromium cvr 5.50
1 Gold edition 25.00
2 JQu MMo vs Dr. Silk,WEBNET 4.00
3 JQu MMo vs Seventh Dragon 3.00
4-13 ....2.25
14 Cry Wolf,p1 ....2.50
15 Cry Wolf,p2 ....2.50
16 Plague,p1 ....2.50
17 Plague,p2 ....2.50
18 attacks WEBNET mainframe 2.50
19 Breaking the Web, p1 ....2.50
20 Breaking the Web, p2 ....2.50
YEARBOOK 1 Dr.Silk's nuke threat 3.95

THE NOCTURNALS

MALIBU (1995-current)
1 DBn creepy strangers in town 2.95
1A newsstand ed. w/different cvr 2.95
2 DBn Komodo 2.95
3 DBn the Raccoon's out for blood 2.95
4 DBn zombie gunfighter 2.95

NOMAD

MARVEL (1990-1991)
1 JFr FNi vs Captain America 3.00
2 JFr FNi Super Powers Commission 3.00
3 JFr FNi drug deals 2.00
4 JFr FNi Captain America 1.75

REGULAR SERIES (1992)
1 SHb FNi gatefold cover 2.00
2-25 ....1.75

NORMALMAN/MEGATON MAN SPECIAL

IMAGE (1994)
DSs JVa 1:Gareb Shamus (honest!) 2.50

NORTHSTAR

MARVEL (1994)
1-4 ....1.75

NORTHSTAR PRESENTS: JAMES O'BARR

NORTHSTAR (1994)
JOb collection of O'Barr's work 2.50
Gold Edition same as above, w/gold-foil enhanced cvr; limited 4.95

NOVA

MARVEL (1976-1979)
1 JBu MWo 1&O:Nova 15.00
2 ....8.00
3 ....6.00
4 SBu MWo Thor 5.00
5 SBu MWo Tyrannus 4.50

6 SBu MWo 1:Sphinx 5 00
7 SBu MWo Sphinx 4 50
8 SBu MWo 1:Protector 4 50
9 SBu MWo Megaman 4 50
10 SBu MWo 1:Firefly 4 50
11 SBu MWo Sphinx 4 00
12 SBu MWo Spider-Man 4 00
13-25 ....4 00

2ND SERIES (1994-1995)

1 CMa FNi gold cvr,vs Gladiator 2 95
1A standard version 2 25
2-4 CMa FNi 1 75
5-14 CMa FN 1.95
15 CMa MSt Countdown,p3 ....1.95
16 CMa MSt Countdown concludes.1.95
17 CMa MSt Rich stripped of power.1.95
18 final iss.; Nova Omega,p1 (concludes in NEW WARRIORS #60)....1.95

© Kitchen Sink Press

OMAHA THE CAT DANCER

KITCHEN SINK (1986-current)

0 Reprints Bizarre Sex #9 ....3.00
1 ....8.00
2 ....3.50
3-6 ....3.25
7-11 ....2.75
12-17 ....2.50
18-19 ....2.95
20 ....2.95

OMEGA MEN

DC COMICS (1982-1986)

1 KGi RS 2 00
2 KGi RS 1.50
3 KGi RS 1:Lobo 12.00
4 KGi RS 1.50
5 KGi RS Lobo 5.00
6-8 ....1.25
9 Lobo cameo 5.00
10 Lobo 9.00
11-18 ....1.25
19 Lobo 6.00
20 O:Lobo 6.00
21-36 ....1.25
37 SMs TKl Lobo 8.00
38 SMs TKl 1.75

OMEGA THE UNKNOWN

MARVEL (1976-1977)

1 JMo MSs 1.Omega 5.00
2 JMo MSs Electro, Hulk 2.50
3-7 ....2.00
8 LEi RSt 1:Foolkiller,Nitro 5.00
9 JMo SGe Foolkiller, D:Blockbuster 7.00
10 JMo SGe Dybbuk 2.00

OMNI COMIX

PENTHOUSE COMIX (1995-current)

1 new science-fiction comic anthology series 2.95

THE ORIGINAL CAPTAIN JOHNER AND THE ALIENS

VALIANT (1995)

1-2 RMi reprints bkup stories from Western's MAGNUS series 2.95

THE ORIGINAL DR. SOLAR: MAN OF THE ATOM

ACCLAIM/VALIANT (1994-current)

1 reps original series from Western ...2 95
2 reprints 2 95
3 reprints 2.95

THE ORIGINAL GHOST RIDER

MARVEL (1991-1992)

1 reprints Ghost Rider #68-69 ....2.25
2 reprints Ghost Rider #70-71 ....1 75
3-7 Ghost Rider reprints 1.50

2ND SERIES (1992-current)

1-22 ....1.75
23 ....1 95

THE ORIGINAL MAGNUS: ROBOT FIGHTER

ACCLAIM/VALIANT (1994-current)

1 reps original series from Western ...2.95
2 reprints 2.95
3 reprints 2.95

THE ORIGINAL TUROK: SON OF STONE

ACCLAIM/VALIANT (1994-current)

1 reps original series from Western ...2.95
2-3 reprints 2.95
4 reprints 2.95

OTHERS

IMAGE (1995-current)

0 reprints first two "Others" stories from pages of SHADOWHAWK 1.00
1 battle begins 2.50

OUR ARMY AT WAR

DC COMICS (1952-1977)

1 ....825.00
2 ....400.00
3 ....300.00
4-6 ....250.00
7-12 ....175 00
13 Krigstein art 200.00
14-24 ....125.00
25-31 ....100.00
32 1st Code-approved issue 100.00
33-36 ....85.00
37-50 ....75 00
51-60 ....70.00
61-72 ....60.00
73-80 ....50.00
81 1: Sgt. Rock 1250.00
82 Sgt Rock cameo 285.00
83 Kubert work Sgt Rock 400.00
84 ....150.00
85 1 & O.Ice Cream Soldier 160 00
86-90 ....150.00
91 1st all Sgt. Rock issue 370 00
92-96 ....100 00
97-108 ....70 00
109-127 ....35.00
128 O Sgt. Rock 125.00
129-139 ....30.00
140 All Sgt. Rock 20.00
141-150 ....20.00
151 1:Enemy Ace 120.00
152 ....15.00
153 Enemy Ace 50.00
154 ....15.00
155 Enemy Ace 25.00
156-157 ....15.00
158 1&O.Iron Major 20 00
159-163 ....15.00
164 giant sz 18 00
165-176 ....15 00
177 giant sz 12 00
178-189 ....11.00
190 giant sz 10 00
191-199 ....9.00
200 ....12.00
201 ....7.00
202 no Sgt. Rock 2.00
203 giant sz,no Sgt. Rock 3.00
204-215 no Sgt. Rock 2.00
216 giant sz 6.00
217-228 ....5.00
229 giant sz 6.00
230-239 ....5 00
240 NAd 6.00
231 ....5 00
242 ....6 00
243-260 ....5 00
261-301 ....4 50
becomes *Sgt. Rock*

OUR FIGHTING FORCES

DC COMICS (1954-1978)

1 ....500.00
2 ....235.00
3 ....200.00
4 1st Code-approved issue 175.00
5-6 ....150 00
7-9 ....125 00
10 art: Wallace Wood 135.00
11-12 ....100 00
13-18 ....90.00
19-24 ....75.00
25-30 ....60.00
31-40 ....50 00
41 Unknown Soldier prototype 80 00
42-44 ....50 00
45 B: Cunner & Sarge 175 00
46 ....100 00
47-50 ....60 00
51-56 ....30 00
57-62 ....25 00
63-64 ....20 00
65 1st 12-cent issue 15 00
66-75 ....10 00
76-80 ....8 00
81-90 ....7.00
91-128 ....4.00
129-181 ....3.00

OUT OF THE VORTEX

DARK HORSE (1993-current)

1-3 Comics' G. World spinoff 2.00
4 vs Seekers 2.00
5 teams w/Grace vs 2 Destroyers 2.00
6 ....2.00
7 Mecha powers up to new levels 2.00
8 Eileen must save Vortex alien 2.00
9 Motorhead 2.00
10 Division 13 ....2.00
11 threat of the Reaver Swarm 2.50
12 last issue, final free-for-all 2.50

THE OUTSIDERS

DC COMICS (1985-1988)

1 JAp MWb 2.00
2 JAp MWb 3.00
3-26 JAp MWb 1.50
27-28 Millenium 1.50
ANNUAL 1 ....2.25
SPECIAL 1 ....1.75

2ND SERIES (1993-current)

0 Eradicator forms new team 1.95
1-ALPHA 1:Technocrat & Faust, TCh cover,D:Looker 1.75
1-OMEGA Halo,Katana, & Looker vs vampires,TCh cvr,D:Looker 1.75
2 escape from Markovia 1.75
3 vs Eradicator 1.75
4-5 ....1.75
6 PPe MWb vs Jihad aboard plane ...1 75
7 PPe MWb Batman,in Gotham 1 75
8 PPe MWb vs new Batman 1 75
9 PPe MWb confronts Faust 1.75
10 PPe MWb Final Blood,p1 ....1.95
11 PPe MWb ZERO HOUR 1.95
12 PPe MWb 1.95
13 danger at new base 1.95
14 Katana, Lady Shiva 1.95
15 New Year's Evil 1.95
16 threat of new Kobra strike force...1.95
17 Green Lantern, Darkstar, Arsenal .1.95
18 Sins of the Father, p1 ....1.95
19 Sins, p2; traitor within team 2.25

THE PACT

IMAGE (1994-current)

1 JVa battle btw. two groups 1.95
2 JVa vs Youngblood 1.95
3 JVa Atrocity-the ultimate bad girl...1.95

PENTHOUSE COMIX

PENTHOUSE COMIX (1994-current)

1 ....17.00
1A reps 1st issue with new material . 4.95
2 ....12.00
3 ....7 00
4 ....4.95
5 ....4 95
6 direct edition (comic size) 4.95
6A newsstand ed. (magazine size) 4.95

PENTHOUSE MEN'S ADVENTURE

PENTHOUSE COMIX (1995-current)

1 new adult strip anthology series (comic size) 4.95
1A newsstand ed. (magazine size) 4.95

PERG

LIGHTNING (1993-current)

1 glow-in-dark flip cvr by JSs 4.00
2 ....3.50
3 ....2.95
4 face-to-face w/Alli; 1: Hellina 2.95
4A platinum ed. 12.95
5-8 ....2.95

PHANTOM FORCE

IMAGE (1993)

1 JKi work by vari's artists,w/card 2.50
2 JKi vs Darkfire,Star Slavers 1.95

GENESIS WEST (1994-current)

3 MLs MTh JKi cvr 2.50
4 MGy MTh JKi cvr,Darkfyre vs the Whitestar Knight 2 50
5 MLs MTh secret of Omni Sword 2.50
6 MLs MTh Darkfyre escapes 2.50
7 MLs MTh Darkfyre & Probe 2.50
8 MLs MTh Darkfyre seeks to destroy Whitestar Knight 2.50
9 Kublak's origin revealed 2.50
10 Kublak avenges Susie's mother 2.50

PHANTOM STRANGER

DC COMICS (1969-1976)

1 ....55.00
2 ....22.00
3 ....18.00
4 New look (NAd art) 20.00
5-6 ....15.00
7 ....10.00
8-12 ....9 00
13-18 ....6 00
19-22 ....5 00
23 B.Spawn of Frankenstein 8 00
24 Spawn of Frankenstein 6 00
25-30 Spawn of Frankenstein 5 00
31-38 ....4 00
39-41 Deadman 5 00

PHOENIX: THE UNTOLD STORY

MARVEL (1984)

1 JBy CCl Original ending to Uncanny X-Men #137 ....10.00

PITT

IMAGE (1993-current)

1 DKe I:Pitt,Timmy 7.00
2 DKe 4.00
3 DKe vs Zoyvod 3 50
4 DKe battle rages on 1.95
5 DKe Pitt stands vigil over unconscious Timmy 1.95
6 DKe Timmy kidnp'd from hospital .1.95
7 DKe BHt Pitt closes in on kidnap'rs 1.95
8 DKe BHt wilderness of Canada 1.95
9 DKe BHt reunited with Timmy 1.95
ASHCAN 1 ....17.00

PLAN 9 FROM OUTER SPACE

MALIBU

GN adaptation of the worst movie ever made 4.95

PLANET OF THE APES

ADVENTURE (1990-1992)

1 DKe cover 6.00
1A Limited Edition 10.00
2-12 ....2.75
13-24 ....2.50

BLOOD OF THE APES (1991-1992)

1-4 DGo RMn 2.50

SINS OF THE FATHERS

1 ....2.50

FORBIDDEN ZONE (1992-1993)

1-4 ....2.50

PLASM

DEFIANT (1993)

BINDER 1st printing 25.00
BINDER A 2nd printing 10.00

for title listing, see Warriors of Plasm

PLASTIC MAN

DC COMICS (1966-1977)

1 ....55.00
2 ....25.00
3-6 ....20.00
7 O:Plastic Man 20.00
8-10 (1968) 14.00
11-20 (1976) 5.00

POWER & GLORY

MALIBU (1994-current)

1 HCh unique look at heroes 3.00
1A HCh same book, different cvr 3.00
1B HCh same book,w/bonus book,blue foil 15.00
1C HCh same book,w/limited edition serigraph 15.00
1D HCh same book, gold logo 25.00
1E HCh same book, silver logo 20.00
1F HCh bagged newsstand ed. 3.00
2 HCh 2 50
3 HCh Gorski gets angrier 2.50
4 HCh Powell and Gorski targeted, w/Bravura Gold Stamp 2.50

ROBIN #15... Some criminals have apparently taken the Cluemaster's daughter, Stephanie (a.k.a. the Spoiler), hostage in exchange for him setting up some heists, so Robin and Batman set out to stop them and save the girl.

WIZARD PRICE GUIDE

TPB reprints entire mini-series; comes with Bravura Hot Stamp 12.95
WINTER SPECIAL (1994)
1 HCh 2.95

POWER MAN
MARVEL (1974-1978)
previously *Hero For Hire*
17 .....11.00
18-20 .....8.00
21-27 .....5.00
28-47 .....4.50
48-49 vs Iron Fist 3.50
ANNUAL 1 .....4.00
GIANT-SIZE 1 .....1.25
becomes *Power Man & Iron Fist*

POWER MAN AND IRON FIST
MARVEL (1978-1986)
previously *Power Man*
50 J: Iron Fist 1.25
51-56 .....1.25
57 X-Men 5.00
58-65 .....1.25
66 2nd app. Sabretooth 45.00
67-77 .....1.25
78 Sabretooth,Constrictor 22.00
79-83 .....1.25
84 Sabretooth 22.00
85-124 MBr JOw 1.25
125 MBr JOw D:Iron Fist 1.75

THE POWER OF SHAZAM!
DC COMICS (1994)
HC JOr JOr spotlight on Captain Marvel,w/new details 19.95
TPB 9.95
SERIES (1995-current)
1 PKr JOr new Captain Marvel series.1.50
2 PKr JOr the Arson Fiend 1.50
3 PKr JOr Ibac 1.50
4 PKr JOr Mary Marvel & T. Tawny...1.75

POWER OF THE MARK
DARK HORSE (1993-current)
1-4 BRd MWb 2.50

POWER PACK
MARVEL (1984-1991)
1 JBr LSi 1&O:Power Pack 3.00
2-18 JBr LSi 1.50
19 JBr LSi Wolverine 10.00
20-26 JBg LSi 1.50
27 JBg LSi Sabretooth,Wolverine 10.00
28-45 .....1.50
46 Punisher 4.00
47-62 .....1.50
HOLIDAY SPECIAL (1992)
1 JBr JSi 2.95
ORIGIN ALBUM
TPB 7.95

PREACHER
DC COMICS (1995-current)
1 SDn GEn new Vertigo series 2.95
2 SDn GEn 2.50
3 SDn GEn Sheriff Root pursues Jesse2.50

PREDATOR
DARK HORSE (1989-1990)
1 CWa MVe 1: Shaefer 25.00
1A 2nd print 6.00
2 CWa MVe 15.00
3 CWa MVe 10.00
4 CWa MVe 7.00
BAD BLOOD (1993-current)
1-4 DTm EDo 2.50
BIG GAME (1991)
1 EDo JAr 4.00
2-4 EDo JAr 2.50
TPB 13.95
BLOODY SANDS (1992)
1-2 DBa DBa World War I 2.50
COLD WAR (1991)
1-4 RRa MVe Predators in Siberia 3.00
INVADERS FROM THE FOURTH DIMENSION (1994)
JSV 50's monster movie tale 3.95
JUNGLE TALES (1995)
1-shot collects DARK HORSE COMICS serial 2.95
PREDATOR 2 (1991)
1 DBa FHe Movie Adaptation 2.50
2 MBr FHe Movie Adaptation 2.50
RACE WAR (1993)
0 .....2.50
1-4 .....2.50

PREDATOR VS MAGNUS: ROBOT FIGHTER
DARK HORSE/VALIANT (1992)
1 LWk JSh 6.00
1A Platinum 25.00
1B Gold 10.00
2 .....4.00

PRIMAL FORCE
DC COMICS (1994-current)
0 KHo/BKl SSe new team of heroes...1.95
1-4 KHo SSe 1.95
5 battle in Australia 1.95
6 legendary monsters Down Under .1.95
7 Jack O'Lantern goes on vision quest and sees lots of guest stars 1.95
8 missing member returns 2.25

PRIME
MALIBU (1993-current)
1 NBr GJo/LSz 1:Prime,Prototype, Ultraverse #0 card 8.00
1A hologram edition 30.00
1C Ultra-limited/foil edition 15.00
1D gold hologram edition 35.00
2 NBr GJo/LSz vs Organism 8, bagged w/Ultraverse card 9.00
3 O:Prime,w/Prototype 5.50
4 vs Prototype,cover has Prime on top 5.00
4A cvr has Prototype on top 5.00
4B bagged,Prime on top 8.00
4C bagged,Prototype on top 8.00
5 vs Maxi-Man,Rune story,w/coup ...3.00
6 meets Pres. Clinton,Chelsea 2.25
7 B-Thru x-over,goes to moon 1.95
8 Mantra x-over,p1,vs Father-Thg 1.95
9 starts work'g for Col. Samuels 2.25
10 .....2.25
11 Rogue Prime's adventure 1.95
12 Rogue Prime vs H.Ortiz,includes Ultraverse Premiere #3 .....3.50
13 dbl size vs Kutt & Planet Class 2.95
13A variant cover 8.00
14 Voodoo Master 1.95
15 goes to bat for abused kids 1.95
16 Turbo 1.95
17 moves to NYC; Atalon 1.95
18 Turbo joins Prime just as he is targeted by Manhattan Project....1.95
19 SEr GJo Prime accused of stalking 1.95
20 reveals identity to Kelly 2.50
21 aftermath of "Rafferty Saga" 2.50
ASHCAN (first Prime ashcan) 16.00
ASHCAN 1 all about Prime 0.75
ANNUAL 1 R: Doc Gross 3.95
PRIME TIME (1994)
TPB reprints #1-4 .....9.95

PRIMER
COMICO (1982-1984)
1 .....7.00
2 1:Grendel 60.00
3-6 .....4.00

THE PRIMORTALS
TEKNO•COMIX (1994-current)
1 primitive Earth lifeforms are evolved into advanced beings; created by Leonard Nimoy 2.25
2 Primaster battles rebellion; Zeerus .1.95
3 human reaction to aliens 1.95
4 Zeerus' message deciphered 1.95
5 sabotage 1.95
6 Zeerus reaches Earth first 1.95

PROPHET
IMAGE (1993-current)
1 RLd Youngblood hero,w/coup. for Prophet #0 .....3.00

© Marvel

1A gold edition 15.00
2 RLd 1:Judas 2.50
3 RLd 2.50
4 RLd vs Judas 1.95
4A with Platt cover 18.00
5 SPt RLd tale of Pr's WWII past 5.00
6 SPt RLd Kirby,others vs Prophet 4.00
7 SPt RLd Prophet transformed 1.95
8 War Games,p2; Bloodstrike x-over .2.50
9 Extreme Sacrifices prologue 2.50
10 Extreme Sacrifice,p6; bgd w/card 2.50
PROPHET VOL. II (1995-current)
1 SPt CDi deals with new revelations2.50
2 SPt CDi 2.50
SOURCEBOOK everything you ever wanted to know about Prophet 2.95

THE PROTECTORS
MALIBU (1992-current)
1 Direct Market,poster 2.50
1A newsstand,w/o poster 1.95
2-4 Direct Market 2.50
2A-4A newsstand 1.95
5 Direct Mkt,hole through book 2.50
5 newsstand 1.95
6-8 Direct Market 2.50
6A-8A newsstand 1.95
9 TDr RJo vs Wisecrack,Dir. Mkt 2.50
9A newsstand 1.95
10 TDr RJo Black Fury,Cat Pack, Direct Mkt. 2.50
10A newstand 1.95
11 Direct Market,poster 2.50
11A newsstand,w/o poster 1.95
12 Miss Fury as leader, Direct Mkt.,poster 2.25
12A newstand,w/o poster 1.95
13-20 .....2.25

PROTOTYPE
MALIBU (1993-current)
0 another Prototype; cvr by JQu, JPl .2.50
1 vs Glare,1:Veil,bgd ed.,w/card 3.50
1A unbagged ed.,w/o card 1.95
1B hologram edition 25.00
1C Ultra-limited/foil edition 15.00
1D gold hologram edition 30.00
2 vs Backstabber 4.00
3 vs Heater & Terrordyne, Rune story w/#0 coupon 2.50
4-12 .....1.95
13 includes Ultraverse Premiere #6 ..3.50
14 new boss for Jimmy Ruiz 1.95
15 Techuza enslaves Donovan 1.95
16 Jimmy battles Donovan 1.95
17 seeks Ranger's aid to rescue Angella 1.95
18 .....2.50
GIANT SIZE 1 Hostile Takeover,p4 ....2.50

PROTOTYPE: TURF WAR
MALIBU (1995-current)
1 forced to ally w/Techuza 2.50

PROWLER
MARVEL (1994)
1-4 .....1.75

PRUDENCE & CAUTION
DEFIANT (1994)
1 CCl new superhero duo 3.25
1A CCl Spanish language edition 3.25
2 CCl 2.50
2A Spanish language edition 2.50

PSI-JUDGE ANDERSON
FLEETWAY/QUALITY
ENGRAMS
1 O:Anderson 1.95
PSI-FILES
1 vs mutant vampire 2.95

PSI-JUDGE ANDERSON: SHAMBALLA
SQ PRODUCTIONS (1994)
GN ARa AGr search for fabled city 8.95

PSI-LORDS: REIGN OF THE STARWATCHERS
VALIANT (1994-1995)
1 MLe TBe new team,wraparound chromium cover,in V. Vision 3.50
2 MLe TBe vs. Spider Aliens,in V. Vision 2.25
3 Chaos Effect-Epsilon,p2 .....2.25
becomes *Psi-Lords*
4-8 .....2.25
9 discover cryogenically preserved group of Harbingers 2.25
10 final issue; team turns on Graal 2.25

THE PSYBA-RATS
DC COMICS (1995)
1 MDu CDi dbl-sz; mini-series about virtual reality heroes 2.50
2 MDu CDi Robin guest stars....1.50
3 MDu CDi final issue....1.50

THE PUNISHER
MARVEL
MINI-SERIES (1986)
1 MZe SGr 30.00
2 MZe SGr 15.00
3 MZe SGr 12.00
4-5 MZe SGr 10.00
REG. SERIES (1987-current)
1 KJa MBn crack house 18 00
2 KJa MBn the General 10 00
3-7 KJa MBn 7 00
8 WPo MBn the graveyard....12 00
9 WPo MBn D: Micro's Son 14 00
10 WPo MBn Daredevil, X-over from DD#257....25.00
11 WPo MBn rapists....5.00
12 WPo MBn Gary Saunders p1....5.00
13 WPo MBn p2,D:Ortiz, D:Saunders....5.00
14 WPo MBn Punisher as substitute teacher....5.00
15 WPo MBn Kingpin,Pnsher Gang,1:The Board....5.00
16 WPo MBn Kingpin....4.50
17 WPo MBn D:Conchita 4.50
18 WPo MBn Punisher vs Kingpin,D:the Board....3.00
19 LSt MBn Australia 3.00
20 SAp MBn Las Vegas, Whilce Portacio cover....3.00
21 ELa MBn 1:Iris Green 3 00
22 ELa MBn Ninja Training Camp, p1 ....3.00
23 ELa MBn p2,vs Scully....3.00
24 ELa MBn Shadowmasters....2.50
25 ELa MBn dbl size,D:Iris Green,Shadowmasters....2.50
26 RHe MBn Punisher steals Nuclear sub....2.75
27 RHe MBn vs US Navy....2.75
28 RHe MBn Dr. Doom, Acts of Vengeance....2.75
29 BRe MBn Dr. Doom, Acts of Vengeance....2.50
30 BRe MBn Catholic church....2.50
31 BRe MBn biker gangs p1 ....2 50
32 BRe MBn p2,D:Lang....2.50
33 BRe MBn Reavers 2.25
34 BRe MBn Reavers 2.50
35 BRe MBn Jigsaw Puzzle p1, the Rev, Jigsaw 2.50
36 MTe MBn p2,Satanic Rev 2.50
37 MTe MBn p3,Punisher vs Microchip....2.50
38 BRe MBn p4,Jigsaw butchers Punisher's face....2.50
39 MBn p5,Jigsaw s face heals 2.50
40 BRe MBn p6,Punisher's face heals,vs Belasco....2.00
41-49 ....2.00
50 HHa MBn 1:Yo-Yo,dbl sz 3.00
51-56 ....2.00
57 HHa MBn double cover, D:Max....2.00
57A Newsstand version w/ single photograph cover....2.00
58 HHa MBo p6,1:Dr Brewer....2.00
59 HHa MBo Punisher now black....2.50
60-66 ....1.50
67 DBw DAt p4,Tarantula....1.25
68-74 ....1.25
75 ....2.75
76-81 ....1.25
82 Firefight,p1,vs arsonists 1.25
83 vs NYC pyromaniac 1.25
84 ....1 25
85 prequel to Suicide Run 2 75
86 Suicide Run,foil cvr 3.25
87 Suicide Run,p6,copycats duel 1.25
88 Suicide Run,p9,in Catskills 1.25
89 RHe CDi in Miami....1.25
90 Micro,under siege in war zone 1.50
91 1:Rabio,vs Hector Carrenza....1.50
92 vs Rabio....1.50
93-94 ....1.50
95 fights way out of combat arena 1.50
96 singer turned vigilante 1 50
97 RWh CDi new direction for Punisher 1 50
98 RWh CDi 1:Mickey Fonduzzi....1.50
99 RWh CDi Micro Chip searches for a replacement for Frank Castle 1.50
100 RWh CDi dbl-sz; Castle finally snaps; C.C.'s 1st mission; p'matic cvr 3.95
100 regular cover edition 2.95
101 Is Frank dead? C.C. checks the grave of Mr. Castle to find out....1.50
102 Bullseye....1.50
103 Countdown,p4 (crossover will be numbered in reverse order- p.4 to p.0)....1.50
ANNUAL 1 MTe MBn Evolutionary War....10.00
ANNUAL 2 BRe MBn Moon Knight,Atlantis Attacks....5.00
ANNUAL 3 NHa MBn Lifeform p1,vs organism 4.50
ANNUAL 4 Von Strucker....2 25
ANNUAL 5 ....2.25
ANNUAL 6 DHo PMs1:Phalanx, bagged w/card 2.95
ANNUAL 7 the Architect & Rapido 2.95
ASHCAN all about Punisher 0.75

PUNISHER ARMORY
MARVEL (1990-current)
1 Jim Lee cvr,Punisher's weapons 9.00
2 EBn EBn....8.00
3-10 EBn EBn 2 00

PUNISHER/BATMAN: DEADLY KNIGHTS
MARVEL/DC COMICS (1994)
JRj CDi duo faces Jigsaw again 4.95

PUNISHER BOOKS
MARVEL
ASSASSINS GUILD
1 ....9.95
BACK-TO-SCHOOL SPECIAL
1 ....2.95
2 vs powerful gym owner,BSi cvr....2.95
3 infiltrates high school 2.95
BLOODLINES (1991)
PF DCo GCy Drug runners....5.95
BLOOD ON THE MOORS
PF CKe AGr Clansmen 16.95
CIRCLE OF BLOOD
GN rep Punisher Mini....12.95
CLASSIC (1989)
1 ....5.00
DIE HARD IN THE BIG EASY (1992)
1 ....4.95
EMPTY QUARTER (1994)
SC BRe MBo 6.95
EYE FOR AN EYE (1991)
TPB reprints PWJ #1-3....9.95
G-FORCE (1992)
TPB 4.95
HOLIDAY SPECIAL (1992-current)
1 (1992) foil-stamped cover 2 95
2 (1993)....2.95
3 (1994)....2.95
IN THE 'NAM: FINAL INVASION
SC ASc DLo final journey to 'Nam 6.95
INTRUDER
HC 14.95
SC 9.95
KINGDOM GONE
HC vs Drug Lord & Marines....16.95
MOVIE ADAPTATION (1990)
SC drawn w/ Skull outfit....5.95
NO ESCAPE (1990)
1 Captain,Paladin 5.00
THE PRIZE (1990)
1 old Iron Man armor....4.95
PUNISHER/WOLVERINE: AFRICAN SAGA (1989)
1 Prestige Format 5 95
RETURN TO BIG NOTHING (1989)
HC MZe Vietnam 16.95
SC MZe Vietnam 12.95
ROUGH CUT
1 ....2.50
SPINNING DOOMSDAY'S WEB (1992)
GN Black Widow 9.95
SUMMER SPECIAL (1991)
1 ....3.00
2 FHy CDi Rough Cut,High Risk, The Local 3.00
3 ....2.50
SUMMER SPECIAL 1994
ASc DLo cvr by John Romita Jr 2.95

PUNISHER: CRUISE HARD
MARVEL (1994)
HHa DAt/ALa battles terrorists and drug smugglers on board ship..2.95

PUNISHER: GHOSTS OF INNOCENTS
MARVEL (1993)
1-2 Prestige Format 5.95

PUNISHER MAGAZINE
MARVEL (1989-1990)
1 reprints....3.00
2-16 reprints 2.00

PUNISHER: A MAN NAMED FRANK
MARVEL (1994)
PF JBu CDi Punisher story set in old West....6.95

PUNISHER MEETS ARCHIE
MARVEL/ARCHIE (1994)
JBu/SGd BLs we're serious, folks...and it's got a die-cut cover, too....3.95

PUNISHER: ORIGIN OF MICRO CHIP
MARVEL (1993)
1-2 MBo CPo....1.75

PUNISHER: P.O.V.
MARVEL (1991)
1-4 BWr JSt Nick Fury 4.95

PUNISHER 2099
MARVEL (1993-current)
1 PBr JFm 1.75
2-15 ....1.25
16-24 ....1.50
25 goes berserk; enhanced cover 2.95
25A regular cover edition 2.25
26 Techno-Shaman 1.50
27 Return of Blue Max....1.50
28 becomes "Minister of Punishment" for S.H.I.E.L.D. 1.95
29 Doom 2099....1.95

PUNISHER WAR JOURNAL
MARVEL (1988-current)
1 JLe CPo O.Punisher,1:Montoya, 1:Shadowmasters 10.00
2 JLe CPo Daredevil,vs Montoya 6.00
3 JLe CPo Daredevil,D:Montoya....4.00
4 JLe CPo 1:Sniper,'Nam flashbk....4.00
5 JLe CPo vs Sniper....4.00
6 JLe CPo vs Wolverine 10.00
7 JLe CPo vs Wolverine 4.00
8 JLe CPo 1:Damage, Shadowmasters 4.00
9-12 JLe CPo 4.00
13 DRo CPo Bushwacker,Dr Doom, Acts of Vengeance....4.00
14 DRo CPo Spider-Man, vs religous fanatics 5.00
15 DRo CPo Spider-Man, Daily Bugle under siege 5.00
16 NHa MBn Texas panhandlers....3.00
17 JLe CPo Tropical Trouble p1 ....3.00
18 JLe CPo p2,vs Kidnappers 2.75
19 JLe CPo p3,water phobia 2.75
20 TSm CPo vs Foreign Legion 2.00
21-24 TSm CPo 2.00
25-28 MTe MBn 2.00
29 MTe MBn Ghost Rider 2.50
30 MTe MBn Ghost Rider, vs Roaring Island 2.50
31-35 RWa MBn 2.00
36-42 ....2.00
43-56 ....1.75
57-58 GKw CDi D'devil,G Rider 1.75
59-60 ....1.75
61 Suicide Run,foil cvr 4 00
62 Suicide Run,foil cvr 2.95
63 Suicide Run,p7 ....1.75
64 Suicide Run,p10,die-cut cvr 2.95
64A regular cvr 2.25
65 Pariah,p1,a'math of S. Run 1.75
66 p2,various Marvel heroes....1.95
67 p3,vs Marvel Universe....1.95
68-70 ....1.95
71 hidden secrets revealed 1.95
72 confronts imposter 1.95
73 L: Frank Castle as P'sher & Micro Chip; plus, a female Punisher!....1 95
74 Baptism of Fire,p1 ....1 95
75 new direction, dbl-sz 2.50
76 First Entry; Lynn blows her cover .1.95
77 Stone Cold on rampage 1.95
78 battles Payback; Heathen & Trust 1.95
79 Countdown,p3; Punisher battles Micro 1.95

PUNISHER WAR ZONE
MARVEL (1992-current)
1 JRj CDi Q:Micro,Shotgun,die-cut cover,Ladder of Death p1 ....5.00
2 JRj CDi p2....3.50
3 JRj CDi p3, Shotgun....3.00
4 JRj CDi p4....2.00
5 JRj CDi p5, Shotgun,1.Thorn 2 00
6-22 ....1.75
23 HNu LHa Suicide Run,foil cvr 3.50
24 HNu LHa Suicide Run,p5 ....1.75
25 JBu LHa Suicide Run,p8,dbl sz 2.25
26 JBu CDi in Puerto Dulce....1.75
27-38 ....1.95
39 Dark Judgment,p2....1.95
40 faces judge/serial killer....1.95
ANNUAL 1 JBu CDi 1:Phalanx, bagged w/card....2.95
ANNUAL 2 Salvatore Carbone returns as Thorn the assassin 2.95

PUNISHER: YEAR ONE
MARVEL (1994-1995)
1-4 ....2.50

QUASAR
MARVEL (1989-1994)
1 PRy MGn O:Quasar 2.50
2-5 PRy MGn....1.25
6 PRy MGn Venom app. 5.50
7 MMn MGn Spider-Man 4.00
8-13 MMn MGn 1.25
14 TMc cover 2.50
15-49 ....1 25
50 ASm MGn Silver Surfer, Man-Thing,holo-grafx foil-enhanced cover,dbl sz....2.95
51-59 ....1.25
60 final Issue,Nova 1.25
SPECIAL
1-3 ....1.25

QUEEN OF THE DAMNED
INNOVATION
1-11 ....2.50

RADIOACTIVE MAN
BONGO COMICS (1993-current)
1 adventures of Bart's fave hero....4.50
2 (#88 on cvr) vs Lava Man, O:Fallout Boy (RM's sidekick)....2.25
3 (#216) 1970s issue 1.95
4 (#412) 1980s issue,Death of R'active Man,w/Simpsons cd....2.25
5 (#679) '80s inspired tale,"Who Washes the Washmen's Infinite Secrets of the Legendary Crossover Knight Wars" (whew!); comes w/SkyBox card....2.25
6 (#1000) Final issue; '90s version of Radioactive Man....2.25

RAFFERTY
MALIBU (1994)
ASHCAN all about Ultraverse's favorite maniac....0.99

RAGMAN
DC COMICS (1976-1977)
1 JKu BKa 1&O: Ragman 4.75
2 JKu BKa 1:Opal 3.50
3 JKu BKa See No Evil 3.00
4 JKu BKa Dream Killers 2.75
5 JKu BKa Junkyard 2.75
2ND SERIES (1991-1992)
1 KGi PBr 1:new Ragman....2.00
2 KGi PBr vs Killers....1.50
3-8 ....1.50
CRY OF THE DEAD (1993-1994)
1-6 GMs ELe....1.75

RAI
VALIANT (1991-1992)
0 DLp BLa O:Rising Spirit....18.00
1 JPi DMi 1: Rai; flip bk w/MAGNUS: ROBOT FIGHTER #5....24.00
2 JPi DMi exiled to Earth....20.00
3 JPi DMi vs Humanists....50.00
4 civil war concludes 50.00
5 JPi DMi Unity prelude,Rai exiled,Eternal Warrior 12.00
6 JPi DMi Unity,ch7,D:Japan....10.00
7 JPi DMi Unity,ch15,D:Rai....10.00
8 JPi DMi conseqs. of Unity war....10.00 becomes Rai & The Future Force

ROGUE #4... Rogue comes to grips with what she did to the first boy she kissed, and also frees Gambit from the clutches of Bella Donna and Candra the External.

WIZARD PRICE GUIDE

RAI & THE FUTURE FORCE
VALIANT (1993-1995)
previously Rai
9 1:Future Force,Rai becomes team leader 3.50
9A Gold 15.00
10-21 ....2.25
22 DRo TBe The Last Day,p2; D: Rai .3.00
23-32 ....2.25
33 final issue; Takashi's base 2.25
TPB reprints Rai #0-4,bagged w/Rai #0 Companion 11.95
TPB Star System Ed cover variation .11.95

RAPHAEL
MIRAGE (1985)
1 TMNT character 16.00

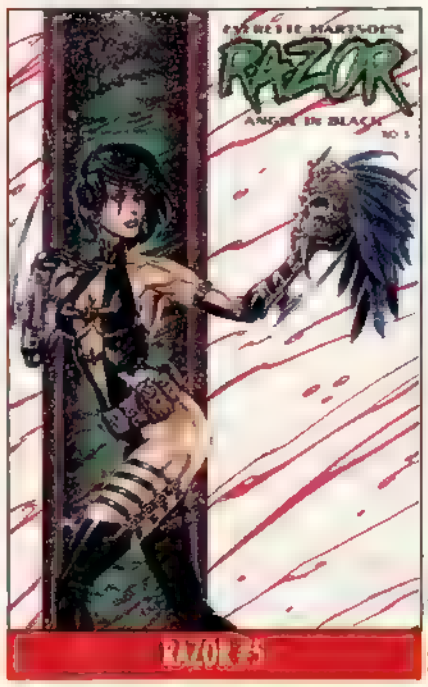
RARE BIT FIENDS
KING HELL (1994-current)
1 RVe stories from actual dreams 2.95
2-9 RVe 2.95
10 RVe more true sojourns through bizarre dreamlands 2.95
RARE BIT FIENDS STARTER PACK (1995)
bgd set of issues #1-5 ....14.75

RASCALS IN PARADISE
DARK HORSE (1994)
1-3 JSk teenage adventuress 3.95

RAVAGE 2099
MARVEL (1992-current)
1 PRy SLe 1.75
2-17 ....1.25
18-24 ....1.50
25 dbl-sz, foil-stamped embs'd cvr ...2.95
25A regular cover edition 2.25
26 ....1.50
27 Deathstryke 1.50
28 Return to Hellrock 1.50
29 Ravage fights Dethstryk 1.50
30 faces Doom 1.50
31 Doom 2099 ....1.95

THE RAY
DC COMICS
MINI-SERIES (1992)
1 JQu JHa 1:Ray II 12.00
2 JQu JHa 8.00
3 JQu JHa 5.00
4 JQu JHa Dr. Polaris 9.00
5 JQu JHa vs Polaris 4.00
6 JQu JHu 7.00
SERIES (1994-current)
0 HPo CPr learns ancient secrets 1.95
1 HPo CPr vs Brimstone,teams w/Superboy,foil emb'd JQu cvr 2.95
1A standard edition 1.75
2 HPo CPr Superboy 1.75
3 HPo CPr 1:Death Masque 1.75
4 HPo CPr betrayed by Dr. Polaris 1.95
5 HPo CPr battle of the Rays 1.95
6 HPo CPr hostage crisis,Bl'k Canary.1.95
7 HPo CPr Canary vs. mutated Ray ..1.95
8 HPo CPr Lobo, Black Canary 1.95
9 HPo CPr Ray returns to Earth...in the year 1940! 1.95
10 HPo CPr must save his own future while trapped in past 1.95
11 HPo CPr escapes past, shoots into the future 1.95
12 MCl CPr Mystek, Death Masque..1.95
13 HPo CPr Death Masque 2.25
ANNUAL 1 battles Death Masque 3.95
IN A BLAZE OF POWER (1994)
TPB reprints mini-series 9.95

RAY BRADBURY COMICS
TOPPS (1993-1994)
1-4 ....2.95
SPECIAL EDITION: ILLUSTRATED MAN SPECIAL (1994)
1 adaptations of Bradbury stories 2.95
MARTIAN CHRONICLES SPECIAL EDITION (1994)
1 two stories from Bradbury novel 2.50
TALES OF HORROR (1994)
1 adaptations of Bradbury stories 2.50



RAZOR #5
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RAZOR
LONDON NIGHT STUDIOS
0 1st print 16.00
0A 2nd print 2.75
1 ....12.00
2 ....5.00
2A limited edit'n 6.00
3 JBi cvr 4.50
3A limited edit'n 5.50
4 TVi cvr 4.00
4A limited 5.50
5 ....3.50
6 EHr O.Razor. 4.00
7 ....2.95
8 EHr 2.95
9 takes on Vondrake 3.00
10 ....3.00
11 search for missing friend; more of Razor's origin 3.00
12 Razor edges closer to insanity 3.00
13 Queen City children abducted 3.00
ANNUAL 1 1: Shi 25.00
ANNUAL 2 more origin revealed 3.00
BURN (1994-current)
1 EHr MTa must stop Stryke 3 00
2 EHr MTa search for Stryke 3.00
SWIMSUIT SPECIAL (1995)
1 pin-ups from various artists 3.00
THE SUFFERING (1994)
1 EHr faces addiction to morphine 2.95
1A: DIRECTOR'S CUT EHr features new material 3.00
2 EHr accidentally wounds child 3.00
3 EHr faces deepest fears 3.00

RAZOR AND SHI SPECIAL
LONDON NIGHT STUDIOS (1994)
1 reprints Razor Annual #1,plus new artwork and pin-ups 3 00

RAZOR/DARK ANGEL: THE FINAL NAIL
LONDON NIGHT STUDIOS
BONEYARD PRESS (1994)
1 HFi DVm x-over btw B. Press & L. Night Studios (look out!) 2.95
2 conclusion to x-over 2.95

RAZORLINE: THE FIRST CUT
MARVEL (1993)
1 preview of Clive Barker's universe 0.75

RAZOR VS. DARK ANGEL
LONDON NIGHT STUDIOS
BONEYARD PRESS (1994)
HFi KCa reprints Final Nail #1, w/36 pages of new art, & new ending 5.95

R.E.B.E.L.S.
DC COMICS (1994-current)
R.E.B.E.L.S. '94
0 ex-legionnaires form new team 1.95
1 pursued by L.E.G.I.O.N.; G.Lantern 1.95
2 team members turn on each other 1.95
3 L.E.G.I.O.N.; Vril makes grisly discovery (mmm...brains!) 1.95
4 the ship takes Dox on death ride ...1.95
R.E.B.E.L.S. '95
5 team infiltrates L.E.G.I.O.N. 1.95
6 despondent Vril becomes barroom brawler 1.95
7 Vril Dox wounded 1.95
8 Dox meets old enemy 2.25

REN & STIMPY
MARVEL (1992-current)
1A Ren Scratch & Sniff 24.50
1B Stimpy Scratch & Sniff 24.50
1C 2nd print 3.75
2 Pizza delivery,FrankenStimpy 16.50
3 Holiday story,El Supremo Ren 12.75
4 MKz DSI Where's Stimpy? 9.00
5 MKz DSI in space 6.50
6 MKz DSI Spider-Man vs Powdered Toast Man 5.50
7 MKz DSI Official Yak Shaving Day 3.00
8 MKz DSI Maltese Stimpy 2.50
9 DSI 2 50
10 MKz DSI R & S become lifeguards 2 50
11 MKz DSI stress mgmt. course 2.00
12 MKz DSI Teacher Bingo 2.00
13-17 ....2.00
18-20 ....1.95
21 KMi BDu I'm the Cat! 1.95
22-24 ....1.95
25 KMi SBn obedience school; Renzilla; die-cut cover (Oh, joy!) 2.95
25A regular cover edition 1.95
26 trip with cousin Sven 1.95
27 Raiders of the Lost Yak 1.95
28 it's Filthy the monkey! 1.95
29 Loch Ness Mess 1.95
30 Ren's birthday bash 1.95
31 sausage silliness 1.95
FOUR SWERKS (1994)
SPECIAL four new adventures 2.95
HOLIDAY SPECIAL (1994)
1 reprints holiday stories from #3 & #15, plus all-new material 2.95
MASTERS OF TIME AND SPACE (1994)
MKz DSI wacky interactive story 2.95
PICK OF THE LITTER (1993)
TPB reprints #1-4,w/new mater'l 12 95
POWDERED TOAST MAN (1993)
1 TTe DSI double sz 2.95
POWDERED TOAST MAN'S CEREAL SERIAL SPECIAL (1995)
1 quest for powdered toast formula .2.95
RUNNING JOKE (1993)
TPB reprints #9-12 ....12.95
SEECK LITTLE MONKEYS (1995)
TPB reprints #17-20 ....12.95
SUMMER JOBS SPECIAL (1994)
KMi SBo duo looks for work 1.95
TASTES LIKE CHICKEN (1993)
TPB reprints #5-8 ....12.95
YOUR PALS (1994)
TPB reprints #13-16 ....12.95

THE RESTAURANT AT THE END OF THE UNIVERSE
DC COMICS (1995)
1-3 adaptation of 2nd book in the "Hitchhiker's Guide" series 5.95

RETURN TO JURASSIC PARK
TOPPS (1995-current)
1 new adventures based on movie ...2.50
1A newsstand version 2.50

RIPCLAW
IMAGE (1995-current)
1 Ripclaw gets his own series 2.50
2 teams with Cyblade & Heatwave...2.50

RIPFIRE
MALIBU (1995-current)
0 DRb JHo prequel to mini-series 2.50

RIP HUNTER, TIME MASTER
DC COMICS (1961-1965)
1 ....375.00
2 ....165.00
3-5 ....85.00
6-7 ....65.00
8-12 ....55.00
13-18 ....50.00
19-24 ....45 00
25-29 ....42.00

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ROBIN
DC COMICS (1991)
1 TLy CDi O:Robin 5 00
1A 2nd print 2.25
1B 3rd print 1.50
2 TLy CDi 1.King Snake 3.25
2A 2nd print 1.00
3 TLy CDi Lady Shiva 3.00
4 TLy CDi vs Lady Shiva 2.50
5 TLy CDi vs King Snake 1.75
ROBIN II: JOKER'S WILD (1991)
1 TLy CDi Newsstand, w/o hologram,D:Mr.Freeze 1.00
1A Batman cover 1.50
1B Joker close-up cover 1.50
1C Joker in straightjacket cvr 1.50
1D Joker with video screens cvr 1.50
2 TLy CDi Newsstand,Robin in school 1.00
2A Dartboard cover 1 50
2B Room of Paintings cover 1.50
2C Museum cover 1 50
3 TLy CDi Newstand,vs Joker 1 00
3A Robin swinging cover 1.50
3B Robin on rooftop cover 1 50
4 TLy CDi Newsstand,Joker defeated,Batman app. 1.00
4A Robin vs Joker cover 1.50
ROBIN II: COLLECTOR'S SETS (1991)
1 Collects all versions of Robin II #1,w/hologram as a card 12.00
2 all versions of Robin II #2 ....8.00
3 all versions of Robin II #3 ....6.00
4 all versions of Robin II #4 ....4.00
Slipcase Edition including all of the issues and trading cards 30.00
ROBIN III: CRY OF THE HUNTRESS (1992-1993)
1 TLy CDi Moving cover 2.50
1A Newsstand Mike Zeck covers 1.25
2 TLy CDi 2.50
2A Newsstand MZe cover 1.25
3 TLy CDi 2.50
3A Newsstand MZe cover 1.25
4 TLy CDi 2.50
4A Newsstand MZe cover 1.25
5 TLy CDi 2.50
5A Newsstand MZe cover 1.25
6 TLy CDi 2.50
6A Newsstand MZe cover 1.25
ROBIN: A HERO REBORN (1991)
TPB reprints Batman #455-457, Robin #1-5,schematic draw'g of new Robin costume 4 95
ROBIN 3000 (1993)
1-2 CRu 4.95
ROBIN:TRAGEDY & TRIUMPH (1993)
TPB reprints Detective #618-621, Robin II #1-4,cover gallery 9.95
SERIES (1993-current)
0 Tim learns truth about dark episode of Batman's past 2.50
1 TGr CDi 1: Redbird,vs car thieves, Collector's Edition,multi-colored, embossed,foil cvr 3.25
1A newsstand edition,different cvr 1.75
2 TGr CDi vs Speedboyz 1.50
3 TGr CDi vs Cluemaster & Electrocut'r 1 50
4 TGr CDi C'master,others go wild ..1.50

5 TGr CDi trapped w/Cluemaster 1.50
6 TGr CDi Huntress,vs Deathangel... 1.50
7 TGr CDi Knightquest epilogue. 1.50
8 TGr CDi KnightsEnd,p5,1:Bruce back in Batman costume 4.00
9 TGr CDi K'sEnd:Aftermath,p1, Tim and Bruce reconcile.....2.50
10 ZERO HOUR, Tim Drake Robin meets Dick Grayson Robin.....1.50
11 aids new Batman 1.50
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SANDMAN #67... Lyta, empowered by the Furies, carves a path through the Dreaming, until she realizes that Daniel is there. She momentarily retreats to figure out what she's going to do, as Morpheus prepares for battle.

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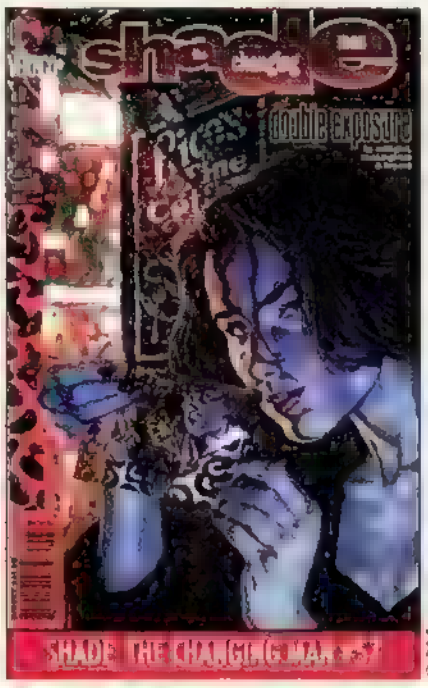

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SHADOWMAN
ACCLAIM/VALIANT (1992-current)
0 BHl TRy true origin of Shad'man, full-chromium wrapar'd cvr 3.50
0A regular edition,reg. cvr 2.50
1 DLp SEn 1:Shadowman 30 00
2 DLp SEn insomnia 20 00
3 MMo FPe vs Sosa 20 00
4 DLp JSh Unity,ch6,Solar melts Shadowman,Solar defeated 9.00
5 Unity,ch14,vs Eternal Warrior and Magnus 9.00
6 loses Lilora 7.00
7 vs creature of the night 7.00
8 1:Master Darque 16.00
9 JSp JSp vs Sosa the Soul Eater 5.00
10-12 BHl BHl vs Master Darque 5.00
13 leaves "The Big Easy" 3.00
14 JDi BHl Jack's journey begins 3 00
15 BHl BHl mystery in Great Plns 3 00
16 JDi BHl 1:Dr. Mirage 9.00
17-18 JDi BHl Archer & A'strong 2 50
19 JDi BHl w/Steven Tyler and Aerosmith,in New Orleans 2.50
20-21 ..... 2.50
22 forced to work for Darque 2.50
23 vs Darque to save Dr. Mirage 2.50
24 tries to free self from Darque 2.50
25 Nightmare on Bourbon Street, Valiant Era II card 2.50
26 vs Leland Paige in N. Orleans 2 50
27 vs drug lord 2 50
28 TRy BHl vs Master Darque 2 50
29 TRy BHl Chaos Effect-Beta,p1 ..... 2.50
30 TRy BHl Jack is evicted, gets his mask stolen,& fights arsonist 2.50
31 TRy BHl the Night Monster 2.50
32 TRy BHl battle in the bayou 2.50
33 BHl confronts voodoo on Caribbean island 2 50
34 BH. Baron Zastrow covets Shadowman's power 2 50
35 RHa MBo Ishmael stalks Marcia 2 50
36 RHa MBo battles Ishmael 2 50
37 crossover with X-O MANOWAR 2.50
38 Ishmael and Blister 2.50
39 Jack's jazz career gets a boost 2.50
YEARBOOK 1 story in Edwardian London 3 95
TPB reprints #1-3,6, w/Darque Passages comic 9.95

THE SHADOW MOVIE ADAPTATION
DARK HORSE (1994-current)
1-2 MKl movie adaptation 2.50

SHADOW OF BATMAN
DC COMICS (1985-1986)
1 reprints Detective Comics by MRo/TAu/SEn 10.00
2-3 ..... 7 00
4 ..... 10 00
5 ..... 7 00

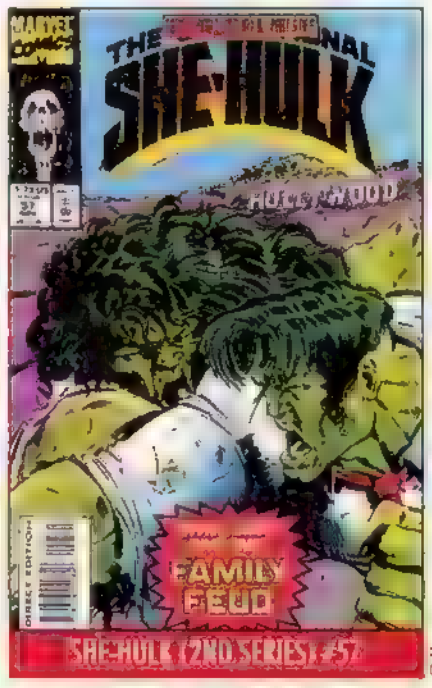
SHADOW OF THE BAT
DC COMICS (1992-current)
0 BBl AGr Zero Hour aftermath;more clues about dark episode in past 2.50
1 NBr AGr The Last Arkham,p1, 1:Jeremiah Arkham 3.00
2-6 ..... 1.50
7-15 ..... 1.75
16 BBl AGr The God of Fear,p1, tie-in w/Knightfall,Scarecrow 3.00
17 BBl AGr p2,Knightfall tie-in, Scarecrow,Anarky 2.50
18 BBl AGr p3,Knightfall tie-in 2.50
19 BBl AGr Knightquest:The Crusade,p2 ..... 2.00
20 BBl AGr K'quest:The Crusade, p4,vs Tally Man 2 00
21-28 ..... 1.75
29 KnightsEnd,p2,Nightw'g,dbl sz 3.25
30 KnightsEnd,p8,Batman vs. Batman, featuring Catwoman & N'twing 2.50
31 BBl AGr ZERO HOUR, Alfred dreams of becoming a detective 1.95
32 BBl AGr Ventriloquist & Two-Face 1.95
33 BBl AGr Two-Face starts riot 1.95
34 BBl AGr Tally Man returns 1.95
35 The Troika,p2; embossed cover 2.95
35A regular cover edition 1.95
36 Black Canary guest stars 1 95
37 kidnappings; Joker 1.95
38 Batman & the Wild vs. Joker 1.95
39 Solomon Grundy 1.95
ANNUAL 1 ..... 3.50
ANNUAL 2 Elseworlds story 3 95
COLLECTOR'S SET
1 Issue #1,2 posters,Arkham Asylum pop-up & blueprints 6.50

THE SHADOW STRIKES
DC COMICS (1989-1992)
1 EBa GJo 3 00
2-28 GJo 2.50
ANNUAL 1 ..... 4.00

SHADOWS FALL
DC COMICS (1994-1995)
1 JFl JRe new Vertigo mini-series; man searches for his lost soul 2.95
2 JFl JRe Warren meets mysterious stranger w/secret to his past 2.95
3 JFl JRe Shen confronts Warren's evil shadow 2.95
4 JFl JRe Gale is wounded 2.95
5 JFl JRe shadow goes berserk in hospital 2.95
6 JFl JRe final issue 2.95

SHAMAN'S TEARS
IMAGE (1993-current)
1 MGr 1:Joshua Brand,origin story begins 3 50
2 MGr double-gatefold, double-poster cover 2.50
3 MGr faces Circle Sea & Bar Sinister 1.95
4 MGr origin concludes 1.95
5 MGr Brand becomes Stalking Wolf 1.95
6 MGr faces the Nesting Ones 1.95
7 MGr the Rabids 1.95
8 MGr Broadarrow's transformation 1.95

SHAZAM!
DC COMICS (1973-1978)
1 ..... 4.00
2-35 ..... 2 00
MINI-SERIES (1987)
1 ..... 1 50
2-4 ..... 1 25
ARCHIVES
1 ..... 49 95



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SHE-HULK
MARVEL (1980-1982)
1 1:She-Hulk 6.00
2-10 ..... 3.00
11-12 Morbius 3.00
13-25 ..... 2.00
2ND SERIES (1989-1994)
1 JBy JBy 2.50
2-8 JBy JBy 2.00
9-30 ..... 2.00
31 JBy JBy 2.50
32-49 JBy JBy 1.75
50 ..... 2.95
51-59 ..... 1.75
60 POl MEu final issue 1.75
TPB reprints #1-8 ..... 12.95
CEREMONY (1989)
1-2 ..... 4.00

SHI
CRUSADE (1994-current)
1 BTu 19.00
1A variant cover,posters 1.95
2 BTu 11.00
3 BTu 6.00
4 BTu 2.50
5 BTu battles Arashi 2.50
SHI-THE WAY OF THE WARRIOR (1994)
TPB reprints #1-4 ..... 12.95

SHOWCASE
DC COMICS (1956-1978)
1 Firefighters 1,900.00
2 King of the Wild 550.00
3 Frogmen 575.00
4 1&O:Silver Age Flash 18,000.00
5 Manhunters 660.00
6 1&O: Challengers of the Unknown 2,800.00
7 2nd: Challengers 1,200 00
8 2nd: Flash 5,600 00
9 Lois Lane 2,650 00
10 Lois Lane 1,500.00
11 Challengers 1,100.00
12 Challengers 1,000.00
13 3rd: Flash 2,600 00
14 4th: Flash 2,600.00
15 1:Space Ranger 1,100 00
16 Space Ranger 620 00
17 1&O:Adam Strange 1,575 00
18-19 Adam Strange 750.00
20 1&O: Rip Hunter 550.00
21 Rip Hunter 270.00
22 1&O: Silver Age Green Lantern 3,800.00
23-24 Green Lantern 1,100.00
25-26 Rip Hunter 185.00
27 1: Sea Devils 570.00
28-29 Sea Devils 260.00

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SIN CITY: THE BIG FAT KILL #4... The guys trying to take over Sin City send mercenaries after Dwight. They would've gotten him, too, if not for Miho, who plays Ginsu with their various body parts.

WIZARD PRICE GUIDE

30 Origin retold: Aquaman 460.00
31-32 Aquaman 250.00
33 Aquaman 250.00
34 1&O: Atom (Ray Palmer) 1,150.00
35 Atom 550.00
36 Atom 450.00
37 1: Metal Men 500.00
38 Metal Men 300.00
39-40 Metal Men 225.00
41-42 Tommy Tomorrow 90.00
43 Dr. No (James Bond) 325.00
44 Tommy Tomorrow 55.00
45 Sgt. Rock 120.00
46-47 Tommy Tomorrow 45.00
48-49 Cave Carson 25.00
50-51 I Spy 30.00
52 Cave Carson 30.00
53-54 G.I. Joe 30.00
55 Dr. Fate,Hourman, 1st solo app. Golden Age Green Lantern 200.00
56 Dr. Fate,Hourman 55.00
57-58 Enemy Ace 70.00
59 Teen Titans 65.00
60 1: Silver Age Spectre 135.00
61 Spectre 75.00
62 1&O: Inferior 5 ..... 45.00
63 Inferior 5 ..... 20.00
64 Spectre 75.00
65 Inferior 5 ..... 20.00
66-67 B'wana Beast 10.00
68-72 ..... 10.00
73 1&O. Creeper 65.00
74 1: Anthro. 45.00
75 1: Hawk & Dove 60.00
76 1: Batlash 30.00
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78 1: Johnny Double 12.00
79 1: Dolphin 17.00
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81 1: Wendy & Willy 7.00
82-84 Nightmaster 37.00
85-87 Firehair 10.00
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97-99 Power Girl 4.00
100 star-filled issue 6.00
101-103 Hawkman 4.00
104 O.S.S. Spies 4.00

THE ESSENTIAL SHOWCASE (1993)

VOLUME 1 1956-1959 ..... 19.95

SHOWCASE '93

DC COMICS (1993)

1-4 ..... 1.95
5 Robin 2.75
6 Robin,Azrael 2.75
7 KJa DMo Knightfall,p13,Batman vs Two-Face,Deathstroke 4.00
8 KJa DMo Knightfall,p14,Batman vs Two-Face,D'thstroke,Fire,Ice 3.75
9-11 ..... 2.25
12 Nightwing,Robin,final issue 1.95

SHOWCASE '94

DC COMICS (1994)

1-7 ..... 1.95
8 Secret Origin of Scarface,p1; Zero Hour prelude 3.00
9 Secret Origin of Scarface,p2 ..... 2.50
10 Azrael story, plus ZERO HOUR tie-in 1.95
11 Man-Bat; Black Condor 1.95
12 Barbara Gordon story 1.95

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DC COMICS (1994-current)

1 Supergirl 2.50
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3 the Eradicator 2.50
4 Thorn 2.50
5 Thorn; Firehawk 2.95

SILVER SABLE

MARVEL (1992-1995)

1 SBt GWr vs Hydra,silver embossed cover 2.00
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24 GWr vs Dmitri 1.50
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MARVEL (1968-1970)

1 JBu SLe 1:Shalla-Bal O:Silver Surfer 385.00
2 JBu SLe 1:Badoon 120.00
3 JBu SLe 1:Mephisto 120.00
4 JBu SLe Thor,Loki 375.00
5 JBu SLe FF,Stranger 65.00
6 JBu SLe 1:Overlord 65.00
7 JBu SLe 1:Frankenstein 65.00
8 JBu SLe Mephisto 45.00
9 JBu SLe Mephisto 45.00
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11 JBu SLe Yarro Gort 35.00
12 JBu SLe Abomination 35.00
13 JBu SLe 1:Doomsday 35.00
14 JBu SLe Spider-Man 55.00
15 JBu SLe FF 35.00
16 JBu SLe Mephisto 35.00
17 JBu SLe Mephisto 35.00
18 JBu SLe Inhumans 35.00

ONE SHOT (1987)

1 JBy Return to Zenn-La 9.00

2ND SERIES (1987-current)

1 MRo SEn O:Silver Surfer 10.00
2 MRo SEn Shalla-Bal 6.00
3 MRo SEn R:Mantis 5.00
4 MRo SEn 1:Obliterator 5.00
5 MRo SEn vs Obliterator 5.00
6 MRo SEn O Obliterator 4.50
7 MRo SEn Kree/Skrull war 4.50
8 MRo SEn Elders 4.50
9 MRo SEn Galactus,Elders 4.50
10 MRo SEn Galactus eats Elders 4.50
11 MRo SEn Reptyl,Nova 3.00
12 MRo SEn Reptyl,Nova 3.00
13 MRo SEn Ronan 3.00
14 MRo SEn Surfer vs Surfer 4.25
15 RLi SEn Fantastic Four 11.00
16 RLi SEn vs Malice 7.00
17 RLi SEn Elders 5.00
18 RLi SEn Galactus vs the In-Betweener,Elders 5.00
19 RLi SEn Firelord,Starfox 5.00
20 RLi SEn Firelord,Nova 5.00
21 MRo MRo vs Obliterator 3.00
22 RLi SEn vs Ego 3.00
23 RLi SEn vs the Dragon 3.00
24 RLi SEn Computer-planet 3.00
25 RLi SEn giant size, I:new Super-Skrull 3.00
26 RLi SEn Super-Skrull 3.00
27 RLi SEn Stranger 3.00
28 RLi SEn 3.00
29 RLi SEn Midnight Sun 3.00
30 RLi SEn Midnight Sun 3.00
31 RLi SEn giant size, Stranger, Living Tribunal 5.00
32 RFr JVa Mephisto 3.00
33 RLi JVa Impossible Man 3.00
34 RLi JSt R.Thanos 16.00
35 RLi JSt R.Drax 13.00
36 RLi JSt Impossible Man 8.00
37 RLi JSt vs Drax 9.00
38 RLi JSt Thanos vs Nebula 9.00
39 JSn AGr the Fight Game 6.50
40 RLi JSt 1:Dynamo City 6.50
41 RLi JSt unemployment 5.50
42 RLi JSt the Great I 5.50
43 RLi JSt leaves Dynamo 5.50
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45 RLi JSt Thanos,Mephisto 5.25
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47 RLi JSt Warlock vs Drax 9.00
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49 RLi JSt vs Thanos-beast 5.00
50 RLi JSt O:Silver Surfer, silver embossed cover, Infinity Gauntlet Saga begins 10.00
50A 2nd print 3.00
50B 3rd print 1.50
51 RLi RMz Galactus,Nova 3.00
52 RLi RMz Firelord vs Drax 3.00
53 RLi RMz Surfer duplicate 3.00
54 RLi RMz vs Rhino 3.00
55 RLi RMz Infinity Nightmare,p1 ..... 3.00
56 RLi RMz Infinity Nightmare,p2 ..... 3.00
57 RLi RMz Thanos 3.00
58 TSm RMz Thanos 4.00
59 RLi RMz Thanos 4.00
60 RLi RMz Midnight Sun 2.50
61 RLi RMz Collector, 1:Collection Agency 2.50
62 RLi RMz Collection Agency 2.25
63 RLi RMz Captain Marvell, Dark Silver Surfer 2.00
64 RLi RMz Dark S.Surfer 2.00
65 RLi RMz Reptyl 1.75
66 SCp RMz Love & Hate, 1:Avatar 1.75
67 KWe RMz Infinity War, Galactus,Dr. Strange 1.75
68 KWe RMz 1:Khoon,Infinity War, Galactus,Dr. Strange 1.50
69-74 ..... 1.50
75 ..... 2.50
76 ..... 1.50
77-81 ..... 1.25
82 RLi RMz Gladiator,Beta Ray Bill,dbl sz 1.75
83 TCr RMz Infinity Crusade 1.25
84 CHa RMz Infinity Crusade, meets parents 1.25
85 CHa RMz Infinity Crusade, vs Wonder Man & Storm, bagged w/Dirt magazine 2.95
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86 Mad God,p2,Beta Ray Bill 1.25
87 Warlock,Dr.Strange vs Thor 1.25
88 Blood & Thunder,p10 ..... 1.25
89 search for Legacy 1.25
90 RMz vs Legacy 1.25
91 RLi RMz search for Shalla Bal 1.25
92 RLi RMz virtual reality story 1.50
93-94 RLi RMz Return to Earth,p1-2 ..... 1.50
95 BSe RMz Return to Earth,p3 ..... 1.50
96 p4,Fantastic Four,Hulk 1.50
97 Nova returns; Fantastic Four 1.50
98 Champion returns 1.50
99 proclaims love for Nova 1.50
100 dbl-sz, w/nologram cvr; battles Mephisto for soul 3.95
100A reg cvr 2.25
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102 Surfer wants Galactus to make him a normal man again 1.50
103 the Silver Surfer Death Squad 1.50
104 Surfer suffers nervous breakdown; new direction begins 1.50
105 Super Skrull 1.50
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ANNUAL 4 RLi RMz Korvak 2.25
ANNUAL 5 ..... 2.25
ANNUAL 6 RMz 1:Legacy, pinup gallery,bagged w/card 2.95
ANNUAL 7 vs. Morg 2.95
ASHCAN 0.75

MINI-SERIES (1988-1989)

1 MOe vs Galactus 3.25
2 MOe vs Galactus 2.75
HC 19.95

ENSLAVERS

HC Earth invaded 16.95

HOMECOMING (1991)

GN BRe JSt return to Zenn-La, Moondragon 12.95

JUDGMENT DAY

GN Mephisto vs Galactus 10.95

REBIRTH OF THANOS (1993)

TPB reprints #34-38 ..... 12.95

RESURRECTION (1993)

1-4 ..... 2.50

VS. DRACULA (1994)

1 reprints Tomb of Dracula #50 ..... 1.75

SIMPSONS COMICS

BONGO COMICS (1993-current)

1 SVa/CVa Amaz'g Colossal Homer, flip cvr,Bongoverse poster 4.50
2 vs Sideshow Bob,flip bk. w/Patty & Selma's Romance Comics 1.95
3 Bart framed for theft 1.95
4 substitute teacher goes nuts for Bart,flip bk. w/Busman,card 2.25
5 When Bongos Collide,p2; Itchy and Scratchy in Springfield,w/cd 2.25
6 Lisa & Otto form band 2.25
7 circus comes to town 2.25
8 fantastic voyage through Mr. Burns' twisted innards 2.25
9 Springfield tells all! 2.25

SIMPSONS COMICS EXTRAVAGANZA (1994)

TPB reprints #1-4 ..... 10.00

SIMPSONS COMICS AND STORIES

WELSH PUBLISHING (1993)

1 Polybagged 7.00
1A Newsstand 2.75

SIN CITY

LEGEND/DARK HORSE (1992)

SC FMi 15.00
HC FMi 25.00
HC signed & numb'd by FMi 79.95

THE BABE WORE RED AND OTHER STORIES (1994)

1-shot FMi three tales of the city 2.95

THE BIG FAT KILL (1994-1995)

1 FMi Dwight vs. the mob 2.95
2 FMi bodies keep piling up 2.95
3 FMi Dwight must dump bodies 2.95
4 FMi pursued by mob 2.95
5 FMi final issue 2.95

A DAME TO KILL FOR (1993-1994)

1 mini-series by FMi 4.50
1A 2nd printing 2.95
2 FMi 4.00
2A 2nd printing 2.95
3 FMi Dwight vs Manute for Ava 3.25
3A 2nd printing 2.95
4 FMi Dwight on the run 2.95
5 FMi 2.95
6 FMi final issue 2.95
TPB reprints #1-6, w/ 10 new pages 15.00
HC reprints #1-6, w/ 10 new pages 25.00
HC reps. #1-6, w/10 new pgs, signed & numbered 90.00

SKIN GRAFT

DC COMICS (1993)

1-4 ..... 2.50

SLEEPWALKER

MARVEL (1991-1994)

1 BBl BBu 1:Sleepwalker 6.00
2 BBl BBu 1&O: 8-Ball 4.50
3 BBl BBu Dream War 3.75
4 RLe BBu 1:Bookworm 3.50
5-6 BBl BBu Spider-Man,Kingpin 3.50
7 BBl BBu Chain Gang 3.25
8 BBl BBu Deathlok 3.25
9 BBl BBu 1&O: Lullabye 2.50
10 BBl BBu 1:Dream Team 2.25
11 BBl BBu Ghost Rider 2.00
12 JQu BBu Nightmare 2.00
13 Color Blindness,p1 ..... 2.00
14 BBl BBu p2,FF,1:Spectra 1.50
15-24 ..... 1.25
25 KKr BBu "oil-slick" holo-grafx foil cvr,dbl sz,new O:Sleepwalker 2.95
26 KKr BBu new O continues 1.25
27 KKr BBu Avengers 1.25
28 KKr BBu I:Brainstorm 1.25
29 KKr BBu R.Spectra 1.25
30 KKr BBu 1.25
31 KKr BBu R.Rick Sheridan 1.25
32 KKr BBu Rick's fate 1.25
33 KKr BBu final issue,vs Cobweb & Mindspawn,secrets revealed 1.25

HOLIDAY SPECIAL (1992)

1 ..... 2.00

SLUDGE

MALIBU (1993-current)

1 SGe 1:Sludge,1st chapter of Rune, w/coupon for Rune #0 ..... 2.50
1A silver foil cover 30.00
2 SGe vs Bloodstorm 1.95
3 SGe Break-Thru x-over,1:Lord Pumpkin & Pistol,vs River Men 3.00
4 SGe vs talking alligators in NYC 1.95
5 SGe vs man-made monster 1.95
6 SGe 1.95
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8 ALp SGe Hoag's past investigated 1.95
9 ALp SGe learns secret of origin 1.95

10 Alp SGe more origin secrets.... ....1.95
11 ALp SGe the Bash Brothers 1.95
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RED X-MAS (1994-current)

1 Mpl SGe Holiday one-shot.....2.50

SOLAR, MAN OF THE ATOM

ACCLAIM/VALIANT (1991-current)

1 DPe JSh Second Death,p1,O:Solar ("Alpha & Omega") by BSm,p1 ..27.00
2 DPe JSh Death,p2, Origin,p2.....22.00
3 DPe JSh Death,p3, Origin,p3.....25.00
4 DPe JSh Death,p4, Origin,p4 .....18.00
5 DPe JSh First Strike,p1,O.,p5.....16.00
6 DPe JSh First Strike,p2,O.,p6.....16.00
7 DPe JSh p3,vs X-O armor,O.,p7 .....16.00
8 DPe JSh First Strike,p4,Origin, p8,Solar returns to Earth.....16.00
9 DPe JSh God-Child,O.,p9 .....16.00
10 DPe JSh dbl sz,black embossed cvr,1:Eternal Warrior,O.,p10.....40.00
10A 2nd print..... ..... 9.00
11 SDi JSh Unity prelude,Eternal Warrior vs Harbinger 13.00
12 DPe JSh Unity,ch9,O:Unity, ... 7.00
13 Unity,ch17,final battle w/Unity, w/entire Valiant univ. 7.00
14 1:Bender,Solar brings Andar (new Geomancer) to Earth 20.00
15 Climax to battle w/Bender.....10.00
16 BLa new life in Calif. 4.00
17 BLa on moon,X-O Manowar.....4.00
18 vs X-O Manowar 4.00
19 virtual reality 3.50
20 vs space vesse 2.25
21-22 Afraid of the Darque,p1-2, vs Master Darque 2.25
23 splits self into two beings 4.50
24 .....2.25
25 PGr KVh Coming of the Darque Age,p2..... .....2.25
26-28 PGr KVh 2 25
29 PGr KVh Valiant Vision issue..... .. 2 25
30 PGr KVh vs parasite,VV cover. ...2 25
31 PGr KVh 2.25
32 PGr KVh Homecoming 2 25
33 PGr KVh Solar the Destroyer,p1, Valiant Era II card.....2.25
34 PGr KVh Destroyer,p2.....2.25
35 PGr KVh p3,major decision.....2.25
36 KBo KVh Revenge Times Two, p1,vs Dr Eclipse & Ravenus.....2.25
37 Revenge Times Two,p2 .....2.25
38 Chaos Effect-Epsilon,p1 .....2.25
39 both Solars deal with problems ...2.25
40 Solar schitzes out, producing the fearsome Seleski from his psyche.2.25
41 Harada threatens to reveal Solar's ID, if the hero opposes him 2 25
42 battles the Elements of Evil 2 25
43 Lani transformed 2 25
44 new problems for Solar 2.25
45 Solar investigates his powers 2.25
46 Brave New World,p1 ....2 50
47 DGi DJu Brave New World,p2.....2.50
TPB reprints #1-4, does not include the Alpha & Omega chapters.....9.95

ALPHA & OMEGA (1994)

TPB reprints #1-10,poster.....9.95

SOLAR, MAN OF THE ATOM #0 (1995)

TPB reprints origin.....9.95

SOLITAIRE

MALIBU (1993-current)

1 JJo vs King Pleasure,bgd w/cds 2 50
1A Enhancem't Free edit'n 1 95
2 Break-Thru x-over,vs Moon Man....1.95
3 vs Monkey Woman cult. 1.95
4 .. ..1.95
5 Solitaire vs Djinn.....1.95
6 Solitaire battles his father.....1.95
7 Double-Edge 1.95
8 UltraForce tie-in.....1.95
9 the Degenerate; Rafferty.....1 95
10 Hostile Takeover,p2.....1.95
11 Jinn & Veil 1 95
12 final battle with Anton Lone 1 95

SOLO

MARVEL (1994-current)

1 RRa EFe mini-series;Spider-Man 1.75
2 RRa EFe Solo takes on A.R E.S 1.75

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3 RRa EFe battles Spider-Man 1.75
4 RRa EFe final issue. 1.75

SOLO AVENGERS

MARVEL (1987-1989)

1 MBr TDe Hawkeye stories begin 4.00
2 MBr TDe Hawkeye.....2.50
3 MBr TDe Moon Knight,Batroc 1.75
4-20 .....1.25

becomes *Avengers Spotlight*

THE SOLUTION

MALIBU (1993-current)

0 incentive book.....15.00
1 DRb JHu Rex Mundi,Quattro, group of mercenaries 1.95
1A silver foil cover 30.00
2 DRb JHu vs Quattro, Rune story w/#0 coupon 2.50
3 DRb JHu 1:Harmonica 1.95
4 DRb JHu 1 95
5 JHu Dropkick goes solo.. .....1.95
6-8 JSa JHu Origin 1.95
9 JSa JHu vs group of wizards 1.95
10 JSa JHu team must save Shadowmage 1.95
11 JSa JHu teams w/Harmonica to rescue Shadowmage 1.95
12 JSa JHu caught in trap.....1.95
13 Hostile Takeover,p3.....1.95
14 rematch with old foes.....1.95
15 Casino ordered to destroy Sol'n...1.95
16 flip-bk w/U'verse Premiere #10....3.50
17 Tech completes original mission ..2.50

SON OF SATAN

MARVEL (1975-1977)

1 .... 14.00
2 O.Possessor 8.00
3 . .. .6.00
4 .. . .5.50
5-8 .....5.00

SOUL SEARCHERS AND COMPANY

CLAYPOOL (1993-current)

1 ACo PDa 1:S. Searchers & Co., prev'w of Phantom of Fear City 2.50
2-4 ACo PDa Fear City story 2.50
5 ACo PDa Fear City 2.95
6 ACo PDa Soulsearchers try to revive failing company 2.95
7 ACo PDa the team breaks up 2.95
8-9 ACo PDa 2 50
10 ACo/MWv PDa/RHw..... ..... . .2.50
11 .... 2.50

SPACE ADVENTURES

CHARLTON (1960-1964)

33 1&O: Captain Atom by Steve Ditko.....260.00
34-40 SDi.....100 00
41-60 No Ditko art.....20.00

2ND SERIES (1967-1968)

2 Steve Ditko art.....12.00
3-4 .....9.00
5-6 Steve Ditko art 12.00
7 .....9.00
8 Steve Ditko art. 12.00

SPACE GHOST

GOLD KEY (1967)

10199-703 TV cartoon tie-in 250.00

SPANDEX TIGHTS: ADV 'S OF THE AEROBIC DUO

LOST CAUSE PRODUCTIONS (1994-current)

1 retro 70's heroines fight evildoers..1.95
2 Dark Bloody Death,p1 . . ..2 25
3 the girls get guns 2.25
4 "Gopher Quest" 2.25

SPAWN

IMAGE (1992-current)

1 TMc TMc 1:Spawn, 1:PITT (as pin-up).....13.00
2 TMc TMc 1:Violator..... .....11.75
3 TMc TMc pieces of his origin.....10.50
4 TMc TMc w/Image 0 coupon, new powers.....13.50
4A coupon cut out 5.50
5 TMc TMc.....8.00
6 TMc TMc vs Overtkill.....6.00
7 TMc TMc B:The Quest..... ... . .5.50
8 TMc AMo FMi poster..... ... ... .3.50
9 TMc NGa Angela,JLe poster.... ..... 3.25
10 TMc DSi Cerebus. 3.00
11 TMc FMi GDa poster 2.75
12 TMc TMc Chapel revealed to be Al Simmons' killer 2.50
13 TMc TMc Spawn vs Chapel 2.50
14 TMc TMc R.Violator..... .....1.95
15 TMc TMc Violator.....1.95
16-17 GCp GMo 3.00
18 GCp GMo 2.50
19 Houdini 1.95
20 faces old foe..... ... .1.95
21-22 TMc TMc 1.95
23 TMc TMc someone guesses ID ..1.95
24 TMc TMc helps school kids; includes lead-in to Angela mini-series.....1.95
25 Image X book. 1.95
26 TMc friend's peril, Spawn's p'wrs 1.95
27 TMc new villain called The Curse.1.95
28 TMc GCp confronts wife 1.95
29 TMc GCp ends up in Middle America.....1.95
30 tries to get back to N.Y.....1.95
31 Redeemer- the new Anti-Spawn ..1.95

CAPITAL CITY COLLECTION

1 special giveaway,reprints early Spawn issues.....225.00

SPAWN/BATMAN:RED SCARE

(IMAGE/DC) (1994)

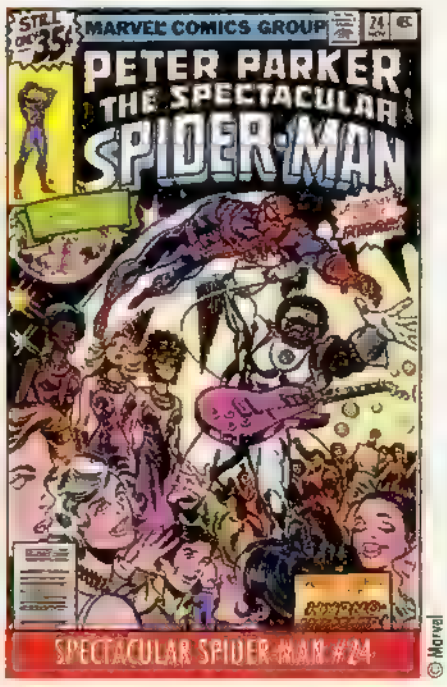
1 .....4.50

SPECIAL MARVEL EDITION

MARVEL (1971-1974)

1 .. .. .4.00
2-4 .. ..3 50
5-14 .....2.25
15 1&B Shang-Chi (The Master of Kung-Fu).....21.00
16 Shang-Chi, 1:Midnight.....17.00

becomes *Master of Kung Fu*



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SPECTACULAR SPIDER-MAN

MARVEL

MAGAZINE (1968)

1 JRo SLe vs 1&D:Richard M. Raleigh,1&D:Dr.Thaxton 50.00
2 JRo SLe Green Goblin 70.00

REG. SERIES (1976-current)

1 SBu GCy vs Tarantula 45.00
2 .....16.00
3-5 .....10.00
6-8 Morbius 16.00
9 SBu BMa 1.color White Tiger.....7.00
10-16 ... .7.00
17-18 SBu BMa Angel vs Iceman 7 00
19-20 ....7.00
21 JMo BMa vs Scorpion 7.00
22 Moon Knight.....9.00
23 .....7.00
24 FSp BMa 1:Hypno Hustler.....7.00
25 JMo BMa vs Carrion,Masked Marauder,Carrion.....7.00
26 JMo BMa Daredevil.....6.00
27 FMi BMa O:Daredevil,1st Frank Miller Daredevil ever.....17.00
28 FMi BMa Daredevil,Carrion.....14.00
29-37 ..... .5.00
38 Morbius.....5.00
39-55 .....5.00
56 JMo RSt Jack-O-Lantern 15.00
57-59 .....5.00
60 JMo RSt O:Spidey,dbl sz 5.50
61-63 .....4.00
64 1:Cloak & Dagger 15.00
65-68 .....3.50
69 EHa BMa Cloak & Dagger, Silvermane 9.00
70 EHa BMa Cloak & Dagger, Silvermane 9 00
71-74 ....3 50
75 Double size 5.00
76-80 .....3.50
81 AMi BMa Punisher,Kingpin, Cloak & Dagger 14.00
82 AMi BMa Punisher,vs Kingpin, Cloak & Dagger 14.00
83 GLa BMa Black Cat, trial of the Punisher 9 00
84 . ...3 00
85 Hobgoblin (Ned Leeds) 27 00
86-89 .. ..3.00
90 AMi AMi 1. Black Costume in Spectacular Spider-Man 6.00
91 AMi AMi Blob,D:Unus.. . ...3.00
92 AMi AMi 1:Answer.....3.00
93-97 ....3.00
98 1:Spot.....3.00
99 HTr AMi the Spot 3.00
100 Kingpin 5.00
101 .....2.75
102 LLe CBu Killer Shrike.....2.75
103 .....2.75
104 VGi BMa Rocket Racer, 1.Bounty Hunter... . ...2.75
105 LMc PDa Wasp,Paladin 2.75
106 Paladin,Wasp..... ....2.75
107 RBu PDa "The Death Of Jean DeWolff",p1,Matt Murdock 2.75
108 RBu PDa p2,Stan Carter.....2.75
109 RBu PDa p3,Daredevil.....2.75
110-111 .....2.75
112 MBe PDa Santa Claus 2.75
113 BMc PDa Boarding House.....2.75
114 JBz LKa phony Spider-Man 2.75
115 Dr. Strange.....2.75
116 RBu PDa Sabretooth, 1:Alexander..... .....6.00
117 RBu PDa missing in action, Black Cat,Dr. Strange 2.75
118 MZe PDa S.H.I.E.L.D.... ....2.75
119 RBu PDa Sabretooth vs Black Cat..... .....6.00
120-124 ....2 50
125-126 Spider-Woman 2.50
127 .....2.50
128 AKu PDa DD,Silver Sable, 1:Black Cat's new costume 3.00
129 AKu PDa vs Foreigner 2.50
130 .....2.50
131 MZe JDm Kraven's Last Hunt,p3,Kraven vs Vermin.....9.00
132 MZe JDm Kraven's Last Hunt,p6,vs Vermin 9.00
133 CMa ANo "I Am Spider",p3 .....7.00
134-136 SBu PDa Return of the Sin-Eater..... .....3 00
137-138 Captain America, Tarantula..... ....3 00
139 SBu GCy Tombstone 3 00
140-143 Punisher.....7.00
144 -146 ....3.00
147 SBu GCy 1:Demonic Hobgoblin,Inferno.....18.00
148 SBu GCy Inferno.....3.00
149 SBu GCy O:Carrion, 1:Carrion II.....3.00
150 SBu GCy trial/Joe Robertson 3.00
151 SBu GCy Puma,Tombstone, Joe Robertson.....3.00
152 Lobo Brothers.....3.00
153 .....3.00

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SPECTACULAR SPIDER-MAN #222... Yet more fun 'n' games with the Jackal. Anyone else sick of this guy yet? The appearance of yet another Peter Parker, and more misleading rhetoric from the Jackal. Should that be Jack-ass?

WIZARD PRICE GUIDE

154 SBu GCy Puma,Chameleon, Hammerhead 3.00
155 SBu GCy Tombstone 3 00
156 SBu GCy Banjo,Bug Eye 3.00
157 ....3.00
158 SBu GCy Acts of Vengeance, 1:Cosmic Spider-Man 12.00
159 SBu GCy Acts,Dr. Doom, Wizard, Brothers Grimm 8.00
160 SBu GCy Dr.Doom,Tess-1, Rhino,Hydro Man,Shocker 6.50
161 ....2.50
162 SBu GCy Hobgoblin,Carrion, Mr. Fantastic 4.00
163 SBu GCy Hobgoblin,Tombstone, Hammerhead,D:Carrion II 4.00
164 SBu GCy Beetle 1.75
165 SBu GCy 1:Knight & Fogg, D:Arranger 1.75
166-167 SBu GCy Knight & Fogg 1.75
168 SBu GCy Avengers 1.75
169 SBu GCy 1:Outlaws,Avengers 1.75
170 SBu GCy Avengers,Outlaws 1.75
171-172 SBu GCy vs Puma 1.75
173-174 SBu GCy Dr. Octopus 1.75
175 SBu DMi Dr Octopus 1.75
176 SBu KBu 1:Corona 1.75
177 SBu KBu Corona 1.75
178 SBu JDm Vermin,The Child Within p1 ....1.75
179 SBu JDm p2,Vermin 1.75
180 SBu JDm p3,R:Green Goblin 1.75
181 SBu JDm p4,Green Goblin 1.75
182 SBu JDm p5,Green Goblin 1.75
183 ....1.75
184 SBu JDm Green Goblin, Molten Man 1.50
185 SBu JDm 1:Walrus,Frog Man 1.50
186 SBu JDm Funeral Arrangements p1, Vulture 1.50
187-188 SBu JDm p2-3,Vulture 1.50
189 SBu JDm Hologram cover, vs Green Goblin 9.00
189 2nd printing(gold) 3.25
190 SBu JDm Gr. Goblin,Rhino 1.25
191-193 Eye of the Puma 1.25
194-196 Death of Vermin 1.25
197 Original X-Men 2.00
198-199 X-Men 2.00
200 D:Green Goblin,double size 4.00
201 Maximum Carnage,p5 ....1 25
202 Maximum Carnage,p9 ....1 25
203 SBu JDm Maximum Carnage, p13,Capt. America,B. Cat,Iron Fist,F star,Cloak,D'lok,Morb's 1.75
204-206 SBu SGr vs Tombstone 1.25
207 SBu SGr Ghost Rider, tie-in w/Siege of D'kness 1.25
208 SBu SGr Nightstalkers 1.25
209 SBu SGr the Foreigner 1.25
210 SBu SGr teams w/Foreigner, turning pt. for Black Cat 1.25
211 SBu SGr Pursuit,p2 ....1.25
212 SBu SGr vs Master of Veng'e 1 50
213 Hail Mary,p1,vs Typhoid Mary, metallic ink cvr,16-pg. book 2.95
213A regular edition 1.50
214 JFr ANo Hail Mary concludes 1.50
215 SBu TDe vs. the Scorpion 1.50
216 SBu TDe Scorpion & Cussler,plus the "mysterious stranger" 1.50
217 SBu TDe Power,p4;final battle between Spidey,the clone and Judas Traveller;plus bonus feature & two foil-stamped covers 3.50
217A regular edition 2.00
218 SBu TDe battles Puma 1.50
219 SBu TDe Back From Edge,p2 ....1.50
220 SBu TDe dbl-sz; Web of Death,p2; Mary Jane makes discovery 2.25
221 SBu TDe Web,p4; D: Doc Ock! 1.75
222 SBu TDe Price of Truth,p1 ....1.50
223 SBu TDe dbl-sz; Aftershocks,p2; Scarlet Spider faces off with Kaine; multi-level enhanced cvr 2.95
223A regular cover edition 2.50
224 SBu TDe The Mark of Kaine,p4 ....1.50
225 SBu TDe dbl-sz. anniversary iss; new Green Goblin! 3-D holodisk cvr 3.95
225A regular cover edition 2.95
ANNUAL 1 ....5.00
ANNUAL 2 JMo RMa 1&O:Rapier 4.50
ANNUAL 3 JSr DKr Man-Wolf 4 50
ANNUAL 4 KGa BMa Aunt May 4.50
ANNUAL 5 MBe PDa 1:ACE 4.25
ANNUAL 6 MBe PDa ACE 4.25
ANNUAL 7 AKp JOw Peter & Mary Jane's honeymoon 4.25
ANNUAL 8 ....4.00
ANNUAL 9 DRo/MBa GCy Atlantis Attacks 4.00
ANNUAL 10 RBu/TMc SLe Spidey's Tiny Adv. p2 ....3.50
ANNUAL 11 ....2.00
ANNUAL 12 ....2.25
ANNUAL 13 JBi JDm polybagged w/card,1:Nocturne 2.95
ANNUAL 14 Diary of Green Goblin 2.95

THE SPECTRE

DC COMICS (1967-1969)

1 ....70.00
2-5 NAd 40.00
6-8 ....20.00
9 BWr 22 00
10 fina issue 19 00

2ND SERIES (1987-1989)

1 GCo DMo 3.00
2 GCo DMo 2.75
3-9 ....2.00
10-11 Batman,Millenium 1.75
12-30 ....1.75
31 final issue 1.75
ANNUAL 1 ....2.50

3RD SERIES (1992-current)

0 secrets of Spectre's past rev'led 1.95
1 TMa JOs 7.00
2 TMa JOs 4.50
3-6 TMa JOs 2.00
7 TMa JOs 1.75
8 TMa JOs glow-in-the-dark cvr 2.50
9-12 TMa JOs 1.75
13 TMa JOs Halloween issue, glow-in-dark,Count Vertigo 2.50
14-20 TMa 1.75
21 vs. Naiad,Superman app. 3.00
22 Superman 1.95
23 Book of Judgment,p1 ....1.95
24 Book of Judgment,p2 ....1.95
25 Book of Judgment,p3 ....1.95
26 Christmas promise 1.95
27 R: Azmodus 1.95
28 Azmodus' revenge 1.95
29 battle w'th Azmodus 1.95
30 final battle with Azmodus 2.25

CRIMES & PUNISHMENTS

TPB reprints #1-4 (3rd series) 9.95

SPIDER-MAN

MARVEL (1990-current)

1 TMc TMc Torment,p1, Black Cover 8.00
1A Black cover,bagged 25.00
1B Green cover 6.00
1C Green cover,w/UPC 12.00
1D Green cover,bagged 8.00
1E Green cvr w/UPC,bagged 15.00
1F Platinum cover 300.00
1G 2nd print,Gold cover 6 00
1H 2nd print,Gold cvr w/UPC 18.00
2 TMc TMc p2,Lizard,Calypso 5 50
3 TMc TMc p3,vs Lizard,Calypso, Kraven nightmare 5 00
4 TMc TMc p4,Lizard,O:Calypso 5.00
5 TMc TMc p5,vs Calypso 5.00
6 TMc TMc G.Rider,Hobgoblin 6.00
7 TMc TMc G.Rider vs Hobgoblin 6.00
8 TMc TMc Wolverine, Perceptions p1 ....5.00
9 TMc TMc p2,Wolvie,Wendigo 4.00
10 TMc TMc p3,Bigfoot murders, Wolverine vs Wendigo 4.00
11-12 TMc TMc p4-5,Wolverine 4.00
13 TMc TMc Sub City,p1, Morbius 6 00
14 TMc TMc p2,Morbius & the homeless 6.00
15 ELa ELa Beast vs Master Blaster, Powerhouse 4.00
16 TMc TMc vs Juggernaut,X-Force, x-over with X-Force #3 & 4 ....5.00
17 RLe ANo Thanos,Death dream 4.00
18 ELa ELa Revenge of the Sinister Six,p1,Ghost Rider 3.25
19 ELa ELa p2,Hulk,Hobgoblin 2.75
20 ELa ELa p3,Hulk,Deathlok, Nova,Solo,Diablo backup story 2.50
21 ELa ELa p4 ....2.00
22 ELa ELa p5,Sleepwalker, Ghost Rider,Deathlok 2.00
23 ELa ELa p6,gatefold cover,Nova, Solo,FF,Hulk,G.Rider,Deathlok 2.00
24 LAx HMa Infinity War, Hobgoblin 1.75
25 ....1.75
26 ....4.00
27-34 ....1.75
35 TLy DMi Maximum Carnage,p4, Black Cat,Cloak 1.75
36 TLy DMi Maximum Carnage,p8, Iron Fist,Deathlok,Morbius 1.75
37 TLy DMi Maximum Carnage,p12, NYC in flames 1.75
38 KJa JDm Light the Night,p1, Electro 1.75
39-40 KJa JDm p2-3,vs Electro 1.75
41 JAi TKa Iron Fist 1.75
42 JAi TKa I. Fist,vs Platoon 1.75
43 JAi TKa I. Fist,vs A.R.M.S 1.75
44 TLy HMa 1:Dealer 1 75
45 TLy HMa Pursuit,p1 ....1.75
46 TLy HMa vs Hobgoblin, metallic ink cvr,16-pg. book 2.95
46A regular edition 1.50
47 TLy HMa vs Demogoblin 1.95
48 TLy HMa vs Demogoblin 1.95
49 TLy HMa final fate of the Demogoblin 1.95
50 TLy HMa son of Kraven,dbl size w'th holo-grafx cvr 3.95
50A regular cvr 2.50
51 TLy HMa Power,p3;the clone fights alone! Plus,flip bk & 2 foil-stamped covers 3 50
51A regular edition 2.25
52 TLy HMa S-clone vs. Venom 1 95
53 TLy Hma Clone/Venom battle ends, Brock separated from symbiote 1.95
54 TLy HMa dbl-sz; Web of Life,p2; clone meets figure from past 2.75
55 TLy HMa Life,p4; confronts Grim Hunter & Kaine; someone dies 1.95
56 TLy HMa Smoke,p3; Jackal and someone who may be...Gwen? 1.95
57 TLy HMa dbl-sz; Aftershocks,p1; multi-level enhanced cvr 2 95
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MARVEL (1994-current)

1 based on animated TV series, w/foil-stamped embossed cover 2.95
1A regular cover edition 1.50
2 based on cartoon; Scorpion 1.50
3 the Spider-Slayer 1.50
4 battle with Spider Slayers 1 50
5 Mysterio 1 50
6 Kraven the Hunter 1 50
7 Doc Ock 1.50

SPIDER-MAN AND HIS AMAZING FRIENDS

MARVEL (1981)

1 DSp DMr TV show adaptation, 1:Firestar (outside of regular Marvel Universe),Iceman 5.00

SPIDER-MAN: THE ARACHNIS PROJECT

MARVEL (1994)

1-6 AWm MLc 1.75

SPIDER-MAN BOOKS

MARVEL

ASSASINATION PLOT

TPB reps Amaz. Spid. #320-325 ....14.95

CARNAGE

TPB reps Amaz. Spid. #361-363 ....6.95

CHAOS IN CALGARY

1 One Shot 1.50

COSMIC ADVENTURES (1993)

TPB 19.95

DEATH OF JEAN DEWOLFF

TPB 10.95

DOUBLE TROUBLE

2 One Shot 1.50

FEAR ITSELF

CN 12.95

HIT AND RUN (1991)

3 One Shot Canadian giveaway 1.50

HOOKY (1986)

TPB BWr 6.95

INVASION OF THE SPIDER SLAYERS (1995)

TPB reps. Amaz. #368-373 ....15.95

KRAVEN'S LAST HUNT (1989)

HC Reprints 19.95

MAXIMUM CARNAGE (1994)

TPB 24.95

NOTHING STOPS THE JUGGERNAUT

GN reprints Amaz. #229-230 ....3.95

ORIGIN OF THE HOBGOBLIN (1992)

TPB 14.95

PARALLEL LIVES (1989)

GN O: Doctor Octopus 8.95

RETURN OF THE SINISTER SIX (1994)

TPB reprints six issue story arc 15.95

REVENGE OF THE SINISTER SIX (1994)

TPB reps. Spider-Man #18-23 ....15.95

ROUND ROBIN

TPB MBa AMi 15.95

SAGA OF THE ALIEN COSTUME (1992)

TPB 9 95
TPB 2nd printing 12 95

SKATING ON THIN ICE (1990)

1 One-Shot Canadian giveaway 1.50

SPIDER-MAN SPECIAL ED: TRIAL OF VENOM (1992)

1 UNICEF book 15.00

SPIDER-MAN VS VENOM

TPB TMc Reprints 12.95

SPIRITS OF THE EARTH

HC Hellfire Club 18.95

SOUL OF THE HUNTER (1992)

GN sequel to Kraven's Last Hunt 5.95

TORMENT (1992)

TPB rep Spider-Man #1-5 ....12.95
TPB 2nd printing 12.95

VENOM RETURNS

TPB ELa DMi reprints,rematch btw. Spider-Man & Venom 12.95

VERY BEST OF SPIDER-MAN (1994)

TPB reps. best ever Spidey tales 15.95

THE WEDDING

TPB reprints 12.95

SPIDER-MAN CLASSICS

MARVEL (1993-current)

1-14 ....1.25
15 reprints Amazing S-Man #14, metallic ink cvr,16-pg book 2.95
15A regular edition 1.25
16 reprints Amazing S-Man #15 ....1.25

SPIDER-MAN: THE CLONE JOURNALS

MARVEL (1995)

1-shot rundown on the clone saga 1.95

SPIDER-MAN: FRIENDS & ENEMIES

MARVEL (1994-1995)

1 RLi DFi new limited series; Spidey meets the Metahumes 1.95
2 RLi DFi battle with the Metahumes 1.95
3 RLi DFi Metahumes 1.95
4 RLi DFi final issue 1.95

SPIDER-MAN: FUNERAL FOR AN OCTOPUS

MARVEL (1995-current)

1 mini-series about aftermath of Doc Ock's death 1.95
2 struggle for Ock's legacy 1.50
3 tie-in w/Mark of Kaine 1.50

SPIDER-MAN MEGAZINE

MARVEL (1994-current)

1-5 reprints Spidey stories 2.95
6 reprints Spidey stories 2.95

SPIDER-MAN: MUTANT AGENDA

MARVEL (1994)

0 SKo SGr keepsake edition for crossover w/comic strip 1.25

1 SKo SGr Part 1 of crossover 1.75
2 SKo SGr Beast,vs Brand Corp. 1 75
3 SKo SGr story concludes.....1.75

SPIDER-MAN: POWER OF TERROR

MARVEL (1994-1995)

1 DRb GWr Silvermane wants control of Deathlok's cyborg body 1.95
2 DRb GWr Spidey & Deathlok team up to battle Silvermane 1.95
3 DRb GWr Deathlok agrees to Silvermane's demands; Daredevil & Punisher turn up as well 1.95
4 DRb GWr final issue... . . .. 1 95

SPIDER-MAN SAGA

MARVEL (1991-1992)

1-4 Spider-Man history.....2.95

SPIDER-MAN 2099

MARVEL (1992-current)

1 RLe PDa Origin.....6.00
2 RLe PDa Origin cont'd.....5.50
3 ....2.50
4 .....2.00
5-10 .....1.50
11-12 RLe PDa.....1.50
13-18 RLe PDa..... ....1.25
19 RLe PDa vs Discord.....1.50
19 RLe PDa.... .... .1.50
20 RLe PDa O:Lyla 1.50
21 RLe PDa 1.50
22 RLe PDa Venture..... .....1 50
23 Risque & Venture 2.95
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25 dbl-sz anniversary iss., w/foil stamped cvr, Hulk 2099 preview 2 95
25A reg cover edition..... .2 25
26 Alchemax,Headhunter, Travesty 1 50
27 at mercy of Xina..... . ..1 50
28 battle in town of Nightshade . . .1.50
29 battle with the Foragers 1 50
30 Flipside..... . .....1.50
31 Dash..... ....1.50
32 Morgue's army of corpses 1.95
ANNUAL 1 .....2.95

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SPIDER-MAN UNLIMITED

MARVEL (1993-current)

1 RLi TDe Maximum Carnage, p1,Carnage changes 4 50
2 RLi TDe Maximum Carnage,p14. 4 25
3 RLi TDe Doc Octopus' past 3.95
4 RLi TDe..... ... .3 95
5 RLi TDe Human Torch 3.95
6 RLi TDe Thunderstrike 3 95
7 RLi TLy Spider-Man; the clone.....3.95
8 Spidey and Scarlet Spider team up 3.95
9 Mark of Kaine conclusion 3.95

SPIDER-MAN VS DRACULA

MARVEL (1994)

1 reprints giant-sz Spid-Man #1.....1.75

SPIDER-MAN VS WOLVERINE

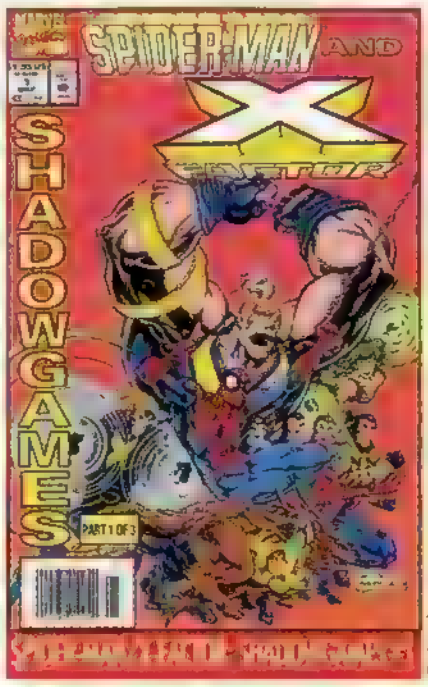
MARVEL (1987)

1 MBr JOw D:Ned Leeds 25 00
1A 2nd print,PF..... .. .. 4 95

SPIDER-MAN: WEB OF DOOM

MARVEL (1994-current)

1 SKo JHa SM accused of murder 1.75
2 AWi JHa Spidey hunts real killer .. .1.75
3 AWi JHa conclusion 1.75



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SPIDER-MAN/X-FACTOR: SHADOWGAMES

MARVEL (1994)

1 PBr KBu team-up mini-series.....1.95
2 PBr KBu vs Shadowforce One 1 95
3 PBr KBu final showdown..... ... .1.95

SPIDER-WOMAN

MARVEL

SERIES (1978-1983)

1 O:Spider-Woman (J. Drew). 6.50
2-12 . ...2.50
13-36 ....2.00
37 X-Men cameo 4.00
38 1:Siryn,X-Men 4.50
39-49 .....2.00
50 D:Sp'r-Wmn,dbl sz,photo cvr 4.00

MINI-SERIES (1993-1994)

1 JCz RTh mini-series w/new Spid.-Woman,vs Deathweb, looks for truth about powers 1.75
2 JCz RTh SW's true origin revealed..1.75
3 SEl RTh SW rushes to save d'ghter.1.75
4 SEl RTh SW vs D'web,U.S.Agent 1.75

SPIRITS OF VENGEANCE

MARVEL (1992-1994)

1 AKu HMa Ghost Rider/Blaze 2 50
2-11 . .. . .1 75
12 AKu HMa glow-in-the-dark cvr .2 95
13 AKu HMa Midnight Massacre, p5,"Darkhold Envelope" cvr 2.25
14-21 .....1.75
22 . .....1.95

THE SQUAD

MALIBU (1994)

0-A mini-series for H'case characters.2.25
0-B Squad becomes media sensation2.25
0-C LA riots 2.25

SQUADRON SUPREME

MARVEL (1985-1986)

1 BHl MGn 4 00
2 BHl MGn 3 00
3 BHl MGn 2 00
4-11 ....2.00
12 PRy MGn several char's die.....2.25

DEATH OF A UNIVERSE

GN PRy MGn more char's die.....9.95

STARBLAST

MARVEL (1994)

1-4 .....1.75

STAR BLAZERS

ARGO PRESS (1995-current)

0 based on famed anime series.....2.95

STARMAN

DC COMICS (1994-current)

0 THa JRb Starman's son Jack takes on the hero role in this new series .. 1 95
1 THa JRb threat of the Mist 1.95
2 THa JRb aided by Mist's daughter..1.95
3 THa JRb battles Mist's son.....1.95
4 THa JRb visit from Golden Age Shade, plus quest for special shirt 1.95
5 THa JRb Jack vs. his dead brother...1.95
6 TKr JRb Opal City's past. .. . 1 95
7 THa JRb sinister circus..... .....1.95
8 THa JRb tries to save alien St'man..2.25

STAR SLAMMERS

MALIBU (1994)

1 WSi mini-series w/intergalactic mercenaries,Gold Stamp 2.50
2 WSi Rojas fights alone,w/Bravura Gold Stamp.....2.50
3 WSi battle with guerillas for the Manoan Empire, Gold Stamp 2.50
4 WSi Rojas battles on board starship, Gold Stamp.....2.50
5 WSi Rojas' last chance, G'ld St'mp.2.50

STARSLAYER: THE DIRECTOR'S CUT

ACCLAIM/WINDJAMMER (1995-current)

1 MGr/SHb Starslayer saga c'tinues ..2.50
2 MGr Torin becomes new S'slayer...2.50
3 MGr Torin sent to save Earth 2.50
4 MGr the Battledroid 2 50
5 MGr 2 50
6 MGr the Valkyrie of Aesgaard 2.50

STAR SPANGLED WAR STORIES

DC COMICS (1952-1977)

1 (#131 on cover) 500.00
2 (#132 on cover) 350.00
3 (#133 on cover) 300.00
4-6 .....250.00
7-12 .....175.00
13-18 .....125.00
19-24 ....100.00
25-30 .... 90 00
31 1st Code-approved issue 75.00
32-36 .... .65 00
37-48 .. .. .55 00
49-60 .. . . .50 00
61-83 .. ..45.00
84 .. . .80.00
85-89 ....60.00
90 1st Dinosaur story 230.00
91 No Dinosaur story 30.00
92 Dinosaur 110.00
93 No Dinosaur story 30.00
94-99 Dinosaur 90.00
100 Dinosaur 105.00
101-125 Dinosaur 60.00
126 No Dinosaur story 25.00
127-133 .....45.00
134 Dinosaur 65.00
135-137 Last Dinosaur stories.....50 00
138 B:New Enemy Ace 60.00
139 O:Enemy Ace 30 00
140-145 .... 20 00
146 1st 15-cent issue..... .... 12 00
147-150 .. .. 15 00
151 1 Unknown Soldier 30 00
152-153 . .. . 10 00
154 O Unknown Soldier 22 00
155 .. . .10 00
156 1 Battle Album 7.50
157-161 .. ..5 00
162-175 ... .3.00
176-204 .....2.50

STAR TREK

DC COMICS (1984-1988)

1 .....10.00
2-4 .....6.00
5 .....5.00
6-10 ..... 4 50
11-20 ..... 4 00
21-32 .... 3 50
33 .... 3 50
34-49 ... . .2 00
50 .. ..3.00
51-56 .. .. 2 00
ANNUAL 1 . .. . 3 50
ANNUAL 2-3 .. ..3.00

2ND SERIES (1989-current)

1 TSu MWb. 7.00
2 TSu MWb.. ... .3.75
3-5 TSu MWb.....2.50
6-12 ....2.25
13-25 .....2.00
26-49 ....1.75
50 anniv issue,double sz..... ...3.50
51-60 .....1.75
61 RWh SWi Spock returns to Talos IV 1.95
62 RWh Kirk buried alive 1.95
63 RWh Kirk lost in time 1 95
64 Kirk's early command days 1.95
65 off on secret mission..... . . ..1.95
66 Spock meets old rival Stonn (true Trekkers will remember him) 1.95
67 Stonn must avert interstellar war .1.95
68 Stonn's secret.....1.95
69 peace with Klingons threatened ..1.95
70 crisis on Klingon ruled world 1.95
71 Kirk meets old "friend". 2 50
72 Klingon relic... . ...2.50
ANNUAL 4 .... .3.50
ANNUAL 5 mysterious dreams..... .3.95
SPECIAL 1 RWh PDa R:R.J. Blaise.. .....3.50
SPECIAL 2 Tholian trouble 3.95

BEST OF STAR TREK (1991)

TPB rep #5,10-11,24-25, Annuals #2-3 (2nd series).....19.95

DEBT OF HONOR

HC AHu CCl 24.95
SC 14.95

MIRROR UNIVERSE SAGA (1991)

TPB Reprints... ....19.95

MODALA IMPERATIVE (1991)

1 ... . 2 00
2-4 .. . . 1.75
TPB 19.95

MOVIE SPECIALS (1984-1992)

II Search for Spock.....1.50
IV Voyage Home..... ... .1.50
V Final Frontier 2.00
VI Undiscovered Country.....2.95
VI(A) Prestige Format.....5.95

TESTS OF COURAGE (1994)

TPB reprints #35- 40..... .. . ..17.95

WHO KILLED CAPTAIN KIRK?

TPB PDa reprints ST (1st) #49-55....16.95

STAR TREK

GOLD KEY (1967-1979)

1 photo cvr 375.00
2 photo cvr 200.00
3-6 photo cvr 150.00
7-9 photo cvr 125.00
10-12 .....60.00
13-24 .....50.00
25-36 .....40.00
37-60 .....25.00
61 final issue 25.00

STAR TREK

MARVEL (1980-1982)

1 ... ... 5 00
2 . .. .3 50
3-18 ... .2 50

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STAR TREK: DEEP SPACE NINE

MALIBU (1993-current)

0 dbl-sz, fully painted art; O: Deep Space Nine station 2.95
1 from TV series,Direct Mkt. edition,regular cvr.....3.00
1A newsstand ed.,photo cvr 1.95
1B Dual Foil Collector's Limited ed., enhanced gold & silver foil logo on flat black matte-finish cvr 25.00
1C gold foil edition 20.00
2-9 ....2.50
10 Descendants 2.50
11 w/Bounceback Sheet.....2.50
12 abandoned infant causes problems on station..... .....2.50
13 Odo goes mad 2.50
14 crisis on Bajor 2.50
15 mythological dilema.....2.50
16 Odo & Quark solve mystery 2.50
17 Bajoran/Cardassian halfbreed 2.50
18 Dax's past; Maquis b'kup story....2.50
19 threatened by wormhole.....2.50

© Marvel

SPIDER-MAN #55...! Kaine keeps having visions of Mary Jane's death and keeps trying to prevent it, by removing any possible threat. This week he removes the Grim Hunter, for good. (And that *is* good!)

WIZARD PRICE GUIDE

20 Sisko critically wounded 2.50
21 smuggling problem 2.50
ANNUAL 1 The Looking Glass War ... 3.95

HEARTS AND MINDS (1994)

1 Klingons prepare for war with the Cardassians 2.50
2 crew investigates disappearance of Klingon ship 2.50
3 Into the Abyss; includes preview of upcoming x-over w/ST:TNG 2.50
4 final issue; Romulan plot 2.50

LIGHTSTORM (1994)

1 sequel to "Hearts & Minds" 3.50

THE MAQUIS (1995)

1 mini-series about renegades 2.50
1A photo cover edition 2.50
2 Bashir caught up in plot 2.50
3 final issue 2.50

STAR TREK: GENERATIONS

DC COMICS (1994)

PF GPu MFr Prestige Format adaptation of latest Trek film 5.95
NF new format edition 3.95

STAR TREK: THE NEXT GENERATION #69

© Paramount Pictures

STAR TREK: THE NEXT GENERATION

DC COMICS

MINI-SERIES (1988)

1 ..... 12.00
2 ..... 9.00
3-6 ..... 4.00

REG.SERIES (1989-current)

1 ..... 12.00
2 ..... 7.50
3 ..... 6.50
4-6 ..... 5.00
7-12 ..... 4.00
13-30 ..... 3.00
31-38 ..... 2.50
39-46 ..... 2.00
47-49 Worst of Both Worlds,p1-3 ..... 2.00
50 Worlds,p4,double sz 3.50
51-60 ..... 1.75
61 Children,p3,Picard must rescue Riker's away team 1.95
62 Deanna Troi stalked by killer 1.95
63 ..... 1.95
64 Geord encounters double 1.95
65 Geord. must solve puzzle of d'ble 1.95
66 ..... 1.95
67 p1, Riker meets old crewmates 1.95
68 p2, Riker & away team struggle to survive; Ensign Ro meets stranger 1.95
69 p3, Riker must learn killer's ID 1.95
70 p4 ..... 1.95
71 War of Madness, p1 ..... 2.50
72 War,p.2; the Tholians attack 2.50
ANNUAL 1 ..... 3.00
ANNUAL 2 ..... 3.50
ANNUAL 4 ..... 3.50
ANNUAL 5 ..... 3.95
SPECIAL 1 3 new stories 3.50
SPECIAL 2 3 new stories 3.95

THE BEST OF ST:TNG

TPB reprints various stories 19.95

MODALA IMPERATIVE (1991)

1-4 Spock & McCoy 1.75

SHADOWHEART (1994-1995)

1 mini-series spotlighting Klingons 1.95
2 Worf, Kurn,& Riker caught up in rebellion led by Shadowheart 1.95
3 Worf & others face jungle danger 1.95
4 conclusion of mini-series 1.95

THE STAR LOST (1994)

TPB reprints #20-24 ..... 14.95

ST:TNG-THE SERIES FINALE (1994)

JPk/JMz MFr adapt'n of last episode 3.95

STAR TREK: THE NEXT GEN./DEEP SPACE NINE

DC COMICS (1994-current)

1 GPu MFr Trek crossover w/Malibu; Note: each publisher will release two issues of this 4 part mini-series 2.50
2 GPu MFr conclusion of x-over 2.50

MALIBU (1994-current)

1 GPu Mlk Trek crossover w/DC; Note: each publisher will release two issues of this 4 part mini-series 2.50
1A gold foil edition 25.00
2 new alien menace 2.50

STAR TREK: VOYAGER- THE PREMIERE EPISODE

MALIBU (1995)

A RDa MWb first part of adaptation of television episode 2.50
A newsstand edition 2.50
B RDa MWb c'clusion of adaptation 2.50
B newsstand edition 2.50

STAR WARS

MARVEL (1977-1986)

1 ..... 30.00
1A 35-cent cover w/UPC code 375.00
2-6 ..... 6.00
7-12 ..... 3.00
13-24 ..... 2.50
25-40 ..... 1.75
41-106 ..... 1.50
107 WPo final issue 6.00
ANNUAL 1 ..... 3.00
ANNUAL 2-3 ..... 2.50

STAR WARS

MARVEL

1 UK version 2.95

STAR WARS

DARK HORSE

1-3 UK Edition 2.95

STAR WARS: DARK EMPIRE

DARK HORSE (1991-1992)

1 CKe TVe sequel to Return of The Jedi 30.00
1A platinum ed 55.00
1B gold ed 45.00
2 CKe TVe scarce 36.00
2A platinum ed 60.00
2B gold ed 51.00
3 CKe TVe 15.00
3A platinum ed 28.00
3B gold ed 25.00
4 CKe TVe 12.00
4A platinum ed 24.00
4B gold ed 20.00
5 CKe TVe 12.00
5A platinum ed 20.00
5B gold ed 17.50
6 CVe TVe 10.00
6A platinum ed 18.00
6B gold ed 15.00
TPB 16.95

DARK EMPIRE II (1994-current)

1 CKe TVe Luke sets out to rebuild the Jedi Knights 2.95
2 CKe TVe Boba Fett pursues Han 2.95
3 CKe TVe Luke searches for ancient Jedi device 2.95
4 CKe TVe Luke pursued by Darksiders; Lando sets out on suicide mission 2.95
5 CKe TVe Han faces Boba Fett 2.95

STAR WARS: DROIDS

DARK HORSE (1994)

1 solo series for C3PO & R2-D2 ..... 2.95
2 droids stolen from the Pitareeeze 2.50
3 droids forced to fight in arena 2.50
4 mission to Indobok 2.50
5 C3PO & R2 meet two old robots 2.50
6 final issue; crisis on Hosk 2.50
SPECIAL reps. story from DARK HORSE COMICS 2.50
TPB collects #1-6, and stories from D.H. COMICS & Topps' STAR WARS GALAXY magazine 17.95

2ND SERIES (1995-current)

1 deputized droids must arrest fugitive on smuggler planet 2.50

STAR WARS: JABBA THE HUTT

DARK HORSE (1995)

1-shot AWt JWo story about everyone's favorite galactic gangster 2.50

STAR WARS: TALES OF THE JEDI

DARK HORSE (1993-1994)

1 ..... 5.00
2 ..... 4.00
3 ..... 3.50
4 ..... 3.00
5 DRc TVe Nomi vs Bogga 2.50
TPB reprints series 14.95

DARK LORDS OF THE SITH, BOOK ONE (1994-1995)

1 might this finally explain what the heck the "Sith" is? Bg'd w/card 2.50
2 Interstellar war 2.50
3 the Krath attack 2.50
4 search for the Sith magic 2.50
5 Ulic infiltrates the Krath 2.50
6 conclusion of mini-series 2.50

THE FREEDON NADD UPRISING (1994)

1 young Jedi on planet Onderon 2.50
2 Ulic teams with Nomi 2.50

STATIC

DC COMICS (1993-current)

1 Direct Market edition,O:Static 3.50
1A Newsstand edition 1.50
1B Platinum Edition 30.00
2-13 ..... 1.50
14 Worlds Collide,p14, x-over concludes 2.50
15-19 ..... 1.75
20 battles Hotstreak 1.75
21 Blood Syndicate quest stars 1.75
22 deadly form of rabies breaks out 1.75
23 killer Chihuahuas (huh?!) 1.75

STEEL

DC COMICS (1993-current)

0 CBt LSi Is J.H.Irons a metahuman? 1.50
1 CBt JBg/LSi solo ser's for J. H. Irons 1.50
2-11 CBt JBg/LSi 1.50
12 battles invaders in outer space 1.50
13 CBt LSi must save Maxima 1.50
14 CBt LSi joins Superman in DC 1.50
15 CBt LSi pursued by White Rabbit's agents 1.50
16 CBt LSi family member disappears 1.95
ANNUAL 1 URa JBg/JBd Elseworlds story set in 1800"s 2.95

STORMQUEST

STORMQUEST/CALIBER (1994-current)

1 new comic universe,new team of of heroes 1.95
2 the Time Stone 1.95
3 characters origins 1.95
4 dispersed through time 1.95
5 Sir Edmund faces execution 1.95
6 search for Shrike 1.95

STORMWATCH

IMAGE (1993-current)

0 O:Stormwatch,bagged w/card 2.50
1-2 ..... 1.95
3 1 Backlash 3.50
4-7 ..... 1.95
8 S'Watch teams w/RipClaw 1.95
9 R:S'Watch Prime,1:Defile 2.50
25 Images of Tomorrow book 2.50
10 team battles Talos in Japan 1.95
10A variant cover 9.50
11 government shuts team down 1.95
12 back in action;team vs.Hellstrike 1.95
13 battle with M.A.D.-1 ..... 1.95
14 Battalion must decide fate of Despot 1.95
15 Battalion & Flashp'nt fight it out 1.95
16 must stop Defile's juggernaut 1.95
17 team mourns Battalion; R:Argos 2.50
18 MAt RMz 2.50
19 MAt RMz M.A.D.-1 returns 2.50
20 MAt RMz Winter goes to Russia 2.50
21 M.A.D.-1; team heads into battle against the WildC.A.T.s 2.50
ASHCAN 1 ..... 5.00
SOURCEBOOK secret classified info 2.50
YEARBOOK 1 team sent to other dimension 3.50

STRANGE ADVENTURES

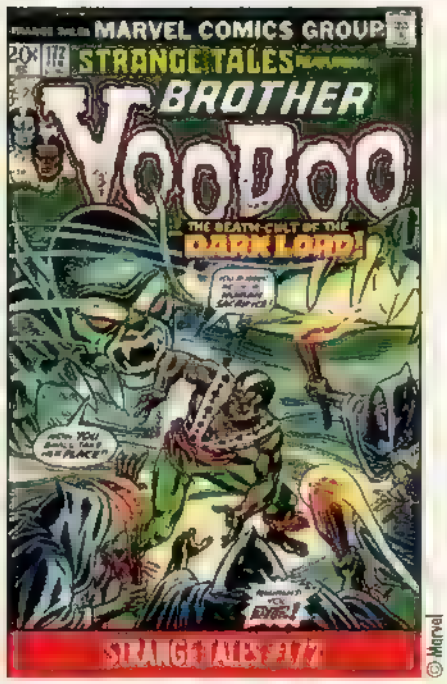
DC COMICS (1950-1973)

1 Movie photo cvr 1,600.00
2 ..... 800.00
3-6 ..... 500.00
7-8 ..... 400.00
9 1&O:Captain Comet 820.00
10-12 ..... 400.00
13-18 ..... 300.00
19-24 ..... 250.00
25-36 ..... 200.00
37-38 ..... 175.00
39 Seduction issue 250.00
40-48 ..... 175.00
49 Last Capt. Comet story 175.00
50-53 ..... 110.00
54 1st Code-approved issue 100.00
55-75 ..... 70.00
76-99 ..... 50.00
100 Anniversary issue 75.00
101-116 ..... 30.00
117 1&O:Atomic Knights 350.00
118-119 ..... 30.00
120 2nd Atomic Knights 150.00
121-122 ..... 30.00
123 Atomic Knights 80.00
124-125 ..... 25.00
126 Atomic Knights 80.00
127-128 ..... 25.00
129 Atomic Knights 40.00
130-131 ..... 25.00
132 Atomic Knights 40.00
133-134 ..... 25.00
135 Atomic Knights 1st 12¢ issue 40.00
136-137 ..... 20.00
138 Atomic Knights 40.00
139-140 ..... 20.00
141 Atomic Knights 40.00
142-143 ..... 20.00
144 Atomic Knights 40.00
145-146 ..... 20.00
147 Atomic Knights 40.00
148-149 ..... 20.00
150 Atomic Knights 33.00
151-152 ..... 20.00
153 Atomic Knights 27.00
154-155 ..... 20.00
156 Atomic Knights 27.00
157-158 ..... 20.00
159 Star Rovers 20.00
160 Atomic Knights 27.00
161-162 ..... 11.00
163 Star Rovers 11.00
164-176 ..... 11.00
177 O:Immortal Man 11.00
178-179 ..... 11.00
180 1&O:Animal Man 190.00
181-183 ..... 8.00
184 Animal Man 110.00
185-189 ..... 8.00
190 1 Animal Man in costume 125.00
191-194 ..... 4.00
195 Animal Man 75.00
196-200 ..... 4.00
201 Animal Man 75.00
202-204 ..... 4.00
205 1&O:Deadman 45.00
206 ..... 32.00
207-210 ..... 23.00
211-216 ..... 16.00
217 Adam Strange 4.00
218-221 ..... 4.00
222 Adam Strange 10.00
223-225 ..... 4.00
226 Adam Strange text story 4.00
227-244 ..... 4.00

STRANGE COMBAT TALES
MARVEL (1993-current)
1 DMw ASi/RSf Epic series, war stories,1:Julian Drake ... 2.50
2-3 ... 2.50

THE STRANGERS
MALIBU (1993-current)
1 RHo SEn 1:Atom Bob,Electrocute, Grenade,Lady Killer,Spectral,Zip Zap & Yrial,O:Nightman ...4.00
1B hologram edition ...30.00
1C Ultra-limited/foil edition ...15.00
1D gold hologram edition ...35.00
2 RHo SEn bagged w/Ultrav. card ...3.50
3 RHo SEn vs TNTNT ...2.50
4 RHo SEn Hardcase x-over,p2 ...2.75
5 RHo SEn vs Deathwish ...2.75
6 RHo SEn vs Deathwish, Yrial officially joins team ... 2.25
7 RHo SEn Prototype x-over, 1:Supra,Empire 7 ... 1.95
8 quest for Yrial's origin begins ...1.95
9 RHo SEn vs Jolly Roger ... 1.95
10 RHo SEn ...1.95
11 RHo SEn in Anderson Disk ... 1.95
12 RHo SEn secret of Yrial's island revealed,wraparound cvr ...1.95
13 MGu SEn team up w/Mantra; includes Ultraverse Premiere #4 ...3.50
14 origin of new supervillain ...1.95
15 Zip-Zap & Yrial fight alone ...1.95
16 Ultras drop by uninvited;Teknight1.95
17 Rafferty ...1.95
18 R: Ultra-Pirates ...1.95
19 aftermath of battle w/Pilgrim ...1.95
20 death of a teammate ...1.95
21 ...2.50
22 Spectral & Zip-Zap try to free team from Guy Hunt ... 2.50
23 battle against Tabboo ... 2.50
ANNUAL 1 Pilgrim; teammate dies ... 3.95
ASHCAN 1 (signed) ...10.00
ASHCAN 1A (unsigned) ... 5.00

THE STRANGERS COLLECTION: JUMPSTART
MALIBU (1994)
TPB reprints issues #1-4 ...9.95



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STRANGE TALES
MARVEL (1951-1968)
1 ...1,250.00
2 ...500.00
3-6 ...350.00
7-12 ...275.00
13-24 ...200.00
25-34 ...150.00
35 1st Code-approved issue ...135.00
36-50 ...110.00
51-66 ...90.00
67-78 art: Ditko & Kirby ...100.00
79 art: Ditko & Kirby, Dr. Strange prototype ...160.00
80 art: Ditko & Kirby ...95.00
81-82 art: Ditko & Kirby ...80.00
83 art: Ditko & Kirby,1:Grogg ...100.00
84 art: Ditko & Kirby, Magneto prototype ...160.00
85-88 art: Ditko & Kirby ...80.00
89 art: Ditko & Kirby Fin Fang Foom ...180.00
90-92 art: Ditko & Kirby ...80.00
93 1st 12-cent issue ...65.00
94 Thing prototype ...110.00
95-96 ...70.00
97 Aunt May/Un. Ben prototype ...320.00
98-100 ...70.00
101 B.Human Torch ...700.00
102 ...225.00
103 JKi ...160.00
104 JKi 1.Paste Pot Pete ...175.00
105 ...160.00
106 ...120.00
107 Human Torch vs Namor ...150.00
108-109 ...120.00
110 1:Dr Strange and Ancient One ...900.00
111 Dr Strange,1:Baron Mordo ...210.00
112-113 ...90.00
114 acrobat disguised as Captain America; B:Dr. Strange series ...200.00
115 O:Dr Strange ...300.00
116 1st Thing x-over ...75.00
117 Eel ...60.00
118 1st Dr. Strange cover, Fantastic Four ...85.00
119 ...75.00
120 1st X-Men crossover ...80.00
121 Pantman ...45.00
122 ...45.00
123 Beetle,Loki, Thor ...45.00
124 ...40.00
125 ...35.00
126 1: Clea, 1.Dormammu ...40.00
127 Dormammu ...35.00
128 Quicksilver/S Witch ...35.00
129 ...35.00
130 Beatles ...40.00
131-133 ...25.00
134 Watcher; H Torch ends ...25.00
135 1&O: Nick Fury,B: N. Fury ...65.00
136 JKi ...25.00
137 Mr. Fantastic ...35.00
138-140 JKi ...25.00
141 JKi 1:Fixer ...25.00
142-145 JKi Fixer ...25.00
146 JKi 1:AIM,Eternity ...25.00
147 JKi AIM vs SHIELD ...25.00
148 O: Ancient One ...50.00
149 JKi AIM vs SHIELD ...22.00
150 JKi 1:Umar ...22.00
151 Steranko's 1st Marvel work ...40.00
152-156 JSt ...20.00
157 JSt 1:Living Tribunal ...25.00
158 JSt Living Tribunal ...20.00
159 JSt ...20.00
160 JSt Mordo,Captain Amer ...20.00
161-162 JSt Captain America ...20.00
163-166 JSt ...20.00
167 JSt Classic cover ...30.00
168 ...20.00
ANNUAL 1 ...300.00
ANNUAL 2 1st Spider-Man x-over (same date as Am. Spider-Man #5 ...350.00

2ND SERIES (1973-1976)
169-170 1st Brother Voodoo ...3.50
171-177 ...3.50
178 1:Magus,O:Adam Warlock ...30.00
179-181 A.Warlock & Pip ...15.00
182-187 reprints ...3.50
188 final issue ...3.50

3RD SERIES (1987-1988)
1-19 ...1.25

BOOKSHELF EDITION (1994)
SC RVi KBu Thing, Dr. Strange, & others battle monsters; produced like the MARVELS series ...6.95

STRANGE TALES MARVEL MILESTONE
MARVEL (1995)
1 reprints #110; metallic ink cvr ...2.95

STRANGE WORLDS
MARVEL (1958-1959)
1 ...325.00
2 ...175.00
3 ...160.00
4 ...150.00
5 ...140.00

STRIKEBACK!
MALIBU (1994-1995)
1 adv's of Rascal & Nikita, guest appearance by Savage Dragon ...2.95
2 Rascal & rest of Strikeback team unite to find Nikita ...2.95
3 free-for-all at Grand Canyon ...2.95
4 Tyrannosaurus-X ...2.95
SPECIAL dbl-sz conclusion to mini-series; Nikita's dragon vs. T'saurus-X ...3.50

STRYFE'S STRIKE FILE
MARVEL (1993)
1 various artists,info on X-characters ...2.00
1A gold logo, 2nd print ...1.75

STRYKE
LONDON NIGHT STUDIOS (1995-current)
0 full color special ...3.00

STYGMATA
EXPRESS/ENTITY(1994-current)
0 1:Stygmata,foil-enhanced cvr ...2.95
1 1:Michaela Litany ...2.95
2 Epitaph and Languish ...2.95
3 secrets of Ahriman Zamiel revealed ...2.95
TPB reprints #1-3 ...6.95

SUB-MARINER
MARVEL (1968-1974)
1 JBu RTh O Sub Mariner ...125.00
2 JBu RTh Inhumans ...40.00
3 JBu RTh Plantman ...25.00
4 JBu RTh Lord Seth ...25.00
5 JBu RTh 1:Tiger Shark ...30.00
6-10 ...20.00
11-13 ...15.00
14 MSe RTh Re-intro.Toro ...35.00
15-18 ...14.00
19 MSe RTh 1.Stingray ...16.00
20-22 ...14.00
23 MSe RTh 1 Orka ...8.00
24 JBu RTh Orka,TigerShark ...8.00
25 SBu RTh O:Atlantis ...9.00
26 SBu RTh D:Red Raven ...8.00
27 SBu RTh 1:Commander Kraken ...12.00
28 SBu RTh Brutivac ...12.00
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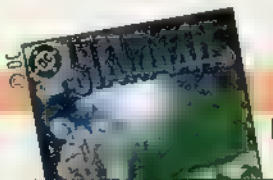

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26 seeks answers in Washington, D.C.; NOTE: #25 shipped under "Images of Tomorrow" storyline 2.50
27 Cortex 2.50
ASHCAN 1 ..... 23.00
ASHCAN 2 ..... 15.75
GLORY DAYS (1994)
1 story of Supreme during WWII 2.95
2 conclusion of mini-series 2.50

SWAMP THING
DC COMICS (1972-1976)
1 BWr LWe 55.00
2 BWr LWe 25.00
3 BWr LWe 15.00
4-6 BWr LWe 15.00
7 BWr LWe Batman 18.00
8-9 ..... 12.00
10 Last Wrightson issue 12.00
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23 R. Alec Holland 4.00
24 ..... 4.00
DARK GENESIS (1991)
TPB reprints #1-10 (1st series), House of Secrets #92 ..... 19.95
2ND SERIES
previously *Saga of the Swamp Thing*
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50 SBs AMo double size 3.25
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85-99 ..... 2.00
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116-117 ..... 1.75
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119 SEa NCo p2 ..... 1.75
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121 SEa NCo Sunderland Corp 1.75
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133 vs Thunder Petal,PCh pin-up 1.95
134-135 ..... 1.95
136 Arcane strikes ag'st Abby,Dr. Polygon underg's transform'n 1.95
137 teams w/Lady Jane & John Constantine to save Abby 1.95
138 Arcane reborn,Abby leaves ST 1.95
139 x-over w/Black Orchid 1.95
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146 PHe MMr goes to Amsterdam 1.95
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149 PHe MMr battles Sargon in the Black Forest 1.95
150 PHe MMr dbl-sz, final battle with Sargon, discovers true destiny 2.95
151 PHe MMr River Run prologue: ST meets Anna 1.95
152 PHe MMr River Run,p1 ..... 1.95
153 CWe MMr River Run,p2 ..... 1.95
154 PHe MMr Run,p3; meets Abigail Arcane 2.25
155 PHe MMr Solomon Grundy 2.25
ANNUAL 4 Batman 3.00
ANNUAL 5 NGa Brother Power 3.25
ANNUAL 6 ..... 3.25
ANNUAL 7 Children's Crusade 3.95

TAINTED
DC COMICS (1994)
1-shot ADv JDe Vertigo Voices psycho thriller 4.95

THE TALE OF ONE BAD RAT
DARK HORSE (1994-1995)
1 BTa runaway girl on London streets with pet rat 2.95
2 BTa Helen's rat is killed 2.95
3 BTa The Country 2.95
4 BTa final issue 2.95

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2 Steve Ditko cover 370.00
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26 1st 12-cent issue 100.00
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41 DHe SLe 3rd Iron Man 560.00
42 DHe SLe 230.00
43-45 DHe SLe 230.00
46-47 DHe SLe 150.00
48 SDi SLe gets new armor 170.00
49 DHe SLe 1st X-Men/Avengers crossover 130.00
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52 1:Black Widow 100.00
53 ..... 75.00
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58 Capt. Amer. vs Iron Man 200.00
59 B: Capt. Amer. & Iron Man. 1st solo Captain America story in S.A. 180.00
60 2nd Hawkeye 85.00
61-62 ..... 55.00
63 O: Captain America 135.00
64 ..... 70.00
65 1st Silver Age Red Skull 80.00
66 Silver Age Red Skull 80.00
67-78 ..... 34.00
79 1:Cosmic Cube,AIM 40.00
80-81 Red Skull w/Cube 25.00
82-96 ..... 34.00
97 1:Whiplash 35.00
98-99 ..... 50.00
becomes *Captain America*

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SUPERMAN #99... The arsonist-turned-superpowered-arsonist Arclight is scared off by Agent Liberty and Supes in D.C. The message "I Know" shows up on Clark's bathroom wall. What does it mean? It means a milestone issue is next.

WIZARD PRICE GUIDE

TALES OF SUSPENSE MARVEL MILESTONE
MARVEL (1994)
1 reprints Tales of Suspense w/metallic ink cover 2.95

TALES OF SUSPENSE MARVEL SELECT EDITION
MARVEL (1994)
SC CMc JRb all new story done in style of MARVELS series 6.95

TALES OF THE BEANWORLD
BEANWORLD PRESS/ECLIPSE (1985-1991)
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TALES OF THE GREEN LANTERN CORPS
DC COMICS (1981)
1-3 ....1 25

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DC COMICS (1984-1987)
previously *Legion of Super Heroes*
314-320 ....2.00
321-354 reprints 1.00

TALES OF THE MARVELS: BLOCKBUSTER
MARVEL (1995)
1 SMa MBo retelling of Fantastic Four's battle w/Terrax, and the ordinary people affected by it 5.95

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DC COMICS (1982)
1-4 GPe MWo Origins of Titans 2.25

TALES OF THE TEEN TITANS
DC COMICS (1984-1988)
previously *New Teen Titans (1st)*
41 GPe MWo D:Brother Blood 2.25
42 GPe MWo Deathstroke, The Judas Contract p1 ....2.25
43 GPe MWo p2,Deathstroke 2.25
44 GPe MWo p3,O:Deathstroke, 1:Jericho,1:Nightwing 3.00
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46 GPe MWo vs HIVE 2.25
47 GPe MWo D:HIVE 2.25
48 GPe MWo 1 & D.Recombatants 2.25
49 GPe MWo Dr Light 2.25
50 GPe MWo Donna Troy & Terry Long wed,Amazons 2.25
51 RBu MWo J:Lilith 2 25
52 RBu MWo Cheshire 2.25
53 RBu MWo Deathstroke 2.25
54 RBu MWo Q:Lilith 2.25
55 RPa MWo Changeling vs Deathstroke 2.25
56 CPa MWo Fearsome 5 ....2.25
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58 CPe MWo J:Jericho 2.25
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ANNUAL 4-5 ....1.25

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2ND SERIES (1979-1981)
1-14 rep Sub-Mariner #1-#14 ....1.75

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1 JEs PDa painted graphic novel w/acetate cover; Hulk, Hank Pym & Wasp vs. Loki 6.95

TANK GIRL
DC COMICS (1995)
SC APr PMi adaptation of movie 5.95

TANK GIRL: THE ODYSSEY
DC COMICS (1995-current)
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IMAGE (1994-1995)
1 mini-series for new team 4.00
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1E KMa MWo O:Killowat 1.75
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23 Redwing becomes Warhawk,Donna Troy returns as a Darkstar 1.95
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1B 3rd print 30.00
1C 4th print 20.00
1D 5th print 5.00
2 new Richard Corben material 120.00
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2B 3rd print 5.00
3 ....40.00
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4 ....22.00
4A 2nd print 4.00
5 B:Fugitoid 16.00
5A 2nd print 4.00
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43 ....2 00
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47 Feudal Japan,Space Usagi 2 00
48 Shades of Gray p1, plotted by KEa/PLa 2 00
49 Shades of Gray p2, plotted by KEa/PLa 2.00
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51 KEa & PLa City at War p2 ....2.00
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55 p6,Raphael ambushed 2.25
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58 p9,T's make decision to kill Shredder Elite 2.25
59-61 p10-13,vs Shredder Elite 2.25
62 p13 (conclusion),reunion of characters 2.25

THE HAUNTED PIZZA
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2-4 PGu JRb ... 2.75
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TPB rep Terminator #1-4 ... 12.95

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MARVEL (1990)
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CLIMATE OF FEAR (1992)
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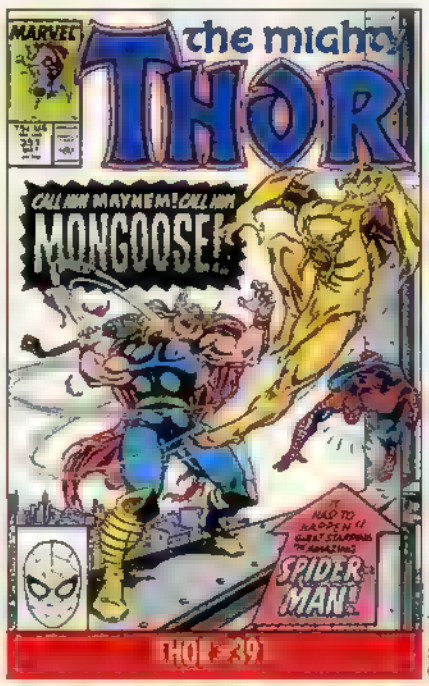

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previously *Journey Into Mystery*
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339 WSi WSi 1:Storm Breaker ... 3.50
340-348 WSi WSi ... 3.00
349 WSi WSi O:Odin ... 2.50
350-352 WSi WSi Ragnarok ... 2.50
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374 WSi WSi X-Factor ... 9.00
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383 Secret Wars II ... 3 00
384 RFr TDe 1:Future Thor ... 5 00
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ANNUAL 16-17 ... 2.25
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AGAINST THE CELESTIALS (1992)
TPB reprints Thor #387-389 ... 5.95
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TPB reprints ... 9.95
GODS WOULD DESTROY
GN PRy ... 5.95

THOR CORPS
MARVEL (1993)
1-4 POl TDe ... 1.75

THUNDERSTRIKE
MARVEL (1993-current)
1 RFr TDe Eric Masterson's new identity,1:Carjack,dbl sz,foil cvr ... 2.95
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18 RFr TDe Bloodaxe forced to team up with Thunderstrike ... 1.50
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20 RFr TDe Black Panther ... 1 50
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THE TICK
NEW ENGLAND COMICS (1988-1992)
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8A no logo ... 12.00

TEAM 7 #3... Some team members are letting their newfound powers go to their heads, so Cole decides to let a bullet or two go to their heads as well, before they can harm any innocents.

WIZARD PRICE GUIDE

9-10 ..... 3.00
11-12 ..... 2.75
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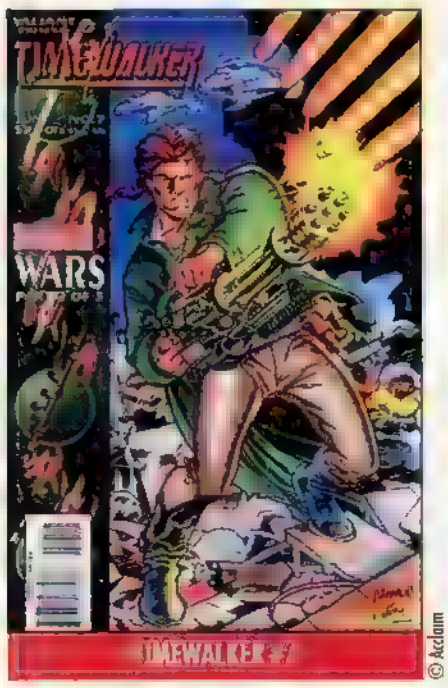
OMNIBUS II reprints #7-10 ..... 10.95

TIMBER WOLF
DC COMICS (1992-1993)
1 JPh AGd new T. Wolf,from Leg'n ... 1.75
2-5 JPh AGd 1.25



TIMEWALKER #7
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TIMEWALKER
ACCLAIM/VALIANT (1994-current)
0 DPe BHl the origin of the Immortal Brothers 2.95
1 DPe BHl Ivar the Timewalker bounces through history;incl's bonus pgs.... 2.50
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5 DPe BHl on 1920's movie set 2.50
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7 Harbinger Wars,p2 ..... 2.50
8 Harbinger Wars,p3 ..... 2.50
9 year 1998 ..... 2.50
10 Middle East, year 260 AD 2.50
11 city of Dura-Europus 2.50
YEARBOOK 1 ..... 2.95
TPB reprints early Timewalker appearences, plus pin-ups 9.95

TOMB OF DRACULA
MARVEL (1972-1979)
1 GCo GCy 70.00
2 GCo GCy 35.00
3-5 GCo 22.00
6-10 GCo 20.00
11-20 GCo MWo 15.00
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TORCH OF LIBERTY SPECIAL
DARK HORSE (1994)
1-shot JBy KDw 2.50

TRIPLE-X
DARK HORSE (1994-current)
1 APn JPn young man's struggle in future world gone wild 3.95
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3 APn JPn junkies abducted 3.95
4 APn JPn Hans must warn world about Dr. Zemph's plot 3.95
5 APn JPn Hans heads for Rotterdam 3.95

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DC COMICS (1995-current)
1 MMe CPr mini-series for ZERO HOUR hero 1.75

TROLL
IMAGE (1993)
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TROLL II (1994)
GN BNa KAl battles Dr. Volger, guest starring Badrock 3.95
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TROLL: ONCE A HERO (1994)
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TROLL STOCKING STUFFER (1994)
RFl/KGi TNu Troll's Christmastime 2.95
TROLL THANKSGIVING SPECIAL (1994)
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MARVEL
1 Mini-series w/super-agent Lester Girls 2.50
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TUROK: DINOSAUR HUNTER
ACCLAIM/VALIANT (1993-current)
1 BSe DMi vs Bionosaurs, w/Chromium/embossed cover 3.50
1A gold edition 30.00
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3 DMi 2.50
4 RMo TTr Turok's Native American heritage explored 2.50
5 RMo TTr Andar 2.50
6 RMo TTr vs Longhunter 2.50
7 TTr TTr 2.50
8 TTr TTr vs Spider People 2.50
9 TTr TTr races to save Regan 2.50
10 RMo MBo 2.50
11 RMo MBo vs Chun Lee's pet dragon,Valiant Era II card 2.50
12 RMo MBo vs Chun Lee 2.50
13 RMo TTr vs Captain Red 2.50
14 REl TTr Captain Red,Andar 2.50
15 Return of Captain Red,p3 ..... 2.50
16 Chaos Effect-Beta,p3 ..... 2.50
17 must stop bionosaur hit-squad 2.50
18 attacked by mutant bionosaur 2.50
19 teams with X-O Manowar 2.50
20 Chichak escapes from jail 2.50
21 Chichak & Ripsaw team up 2.50
22 Longhunter,Chichak 2.50
23 must bring down Chichak 2.50
24 returns to Lost Land 2.50
25 new menace in Lost Land 2.50
26 allied with Captain Red 2.50
27 Chichak and Captain Red 2.50
28 rogue Tyrannosaurus on loose 2.50
YEARBOOK 1 DCo MBo Mon-ark 3.95

TUROK/SHAMAN'S TEARS
ACCLAIM/VALIANT (1995-current)
1 MGr SHb 3-part mini-series 2.50

TUROK SON OF STONE
DELL/GOLD KEY (1954-1980)
1 #596 on cover,1:Turok 385.00
2 #656 on cover 250.00
3-5 ..... 175.00
6 ..... 175.00
7-12 ..... 110.00
13-18 ..... 80.00
19-24 ..... 60.00
25-40 ..... 50.00
41-45 ..... 30.00
46-60 ..... 25.00
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71-84 ..... 12.00
85-125 ..... 6.00
Giant Size 1 ..... 60.00
WHITMAN (1981-1982)
126-130 ..... 6.00

2099 A.D.
MARVEL (1995)
1-shot heroes combine forces against Doom & new villain; clear chromium cover 3.95

2099 UNLIMITED
MARVEL (1993-current)
1 1:Hulk 2099,vs Mutagen 4.50
2 Hulk 2099,Spider-Man 2099 ..... 3.95
3 Hulk & Spider-Man 2099 ..... 3.95
4 Hulk 2099 vs berserker 3.95
5 Hulk 2099 vs Vulx 3.95
6 Hulk 2099 meets "Golden One" 3.95
7 Doom 2099 ..... 3.95
8 Public Enemy 3.95

2112
DARK HORSE (1992)
TPB JBy JBy post-Next Men 17.00
TPB 2nd printing 9.95
TPB 3rd printing 9.95

TWILIGHT ZONE
NOW (1990)
1 ..... 8.00
1A prestige format 9.00
2ND SERIES (1991-1992)
1 ..... 2.25
1A prestige format 5.50
2-14 ..... 1.95
3RD SERIES (1993)
1-4 ..... 2.50
ANNIVERSARY SPECIAL (1992)
1 ..... 2.50
COMPUTER SPECIAL
1 PMc Newsstand version of #2(3rd series), w/computer-gen. cover 2.50
SCIENCE FICTION SPECIAL
1 ..... 3.50
3-D WINTER SPECIAL
1 ..... 2.95

TYRANT
SPIDERBABY GRAFIX (1994-current)
1 SBs life of a Tyrannosaurus 2.95
2 SBs story of Tyrant's birth 2.95
3 SBs conclusion of Tyrant's birth 2.95
4 SBs Tyrant's 1st day out of egg 2.95

ULTRAFORCE
MALIBU (1994-current)
0 reprints both Wizard giveaways 2.50
0A w/Wizard #35 ..... 2.50
0B w/Wizard #36 ..... 2.50
1 Prime,Prototype and other Ultras unite to form new team;dbl sz w/card 2.50
1A newsstand variant cvr 5.00
1B gold hologram 20.00
2 Atalon's origin 1.95
3 team battles Atalon 1.95
4 O: Atalon 1.95
5 assault on Atalon's island 1.95
6 final showdown with Atalon 2.50
7 suicide plague 2.50
ASHCAN backgr'nd info on U'force .. 0.75

ULTRAVERSE
MALIBU
0 incentive/anthology book 20.00
YEAR ONE (1994)
1 dbl-sz; handbook to the Ultraverse 4.95
2 Prime turns on UltraForce 1.95
YEAR ZERO: THE DEATH OF THE SQUAD (1995-current)
1 mini-series showcasing the early years of the Ultraverse 2.95
ULTRAVERSE DOUBLE-FEATURE 1 ..... 3.95

ULTRAVERSE ORIGINS
MALIBU
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UNEXPECTED
DC COMICS (1968-1982)
formerly Tales of the Unexpected
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106-113 ..... 10.00
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132-136 48-pg issues 4.00
137-156 ..... 3.00
157-162 100-pg issues 5.00
163-188 ..... 2.00
189-195 64-pg. issues 3.00
196-223 ..... 1.00

UNION
IMAGE (1993-1994)
0 flashback story,O:Regent 2.50
0A variant cover 9.00
1 MTe 1:Union,StormWatch 2.50
2-4 ..... 1.95
VOL.II (1995-current)
1 saves the UN building 2.50
2 Union battles Crusade 2.50
3 vacation in Chicago; S. Dragon 2.50

UNITY
VALIANT (1992)
0 BWs JSh Unity p1,special free give-away issue 10.00
0A Red bar version 30.00
0B Gold bar version 30.00
1 BWs BLa epilogue to Unity 8.00
1A platinum cover 30.00
1B gold cover 15.00
Limited TPB Volume 1 ..... 125.00
Limited TPB Volume 2 ..... 120.00
Limited TPB Set 200.00
TPB 1 ..... 10.95
TPB 2 ..... 9.95
TPB 3 ..... 9.95
TPB 4 ..... 9.95
THE LOST CHAPTERS (1994-current)
1 MBi KVh X-O in Lost Land, dbl sz .. 3.95

UNTOLD LEGEND OF BATMAN
DC COMICS (1980)
1 JBy 7.00
2-3 JAp 5.50

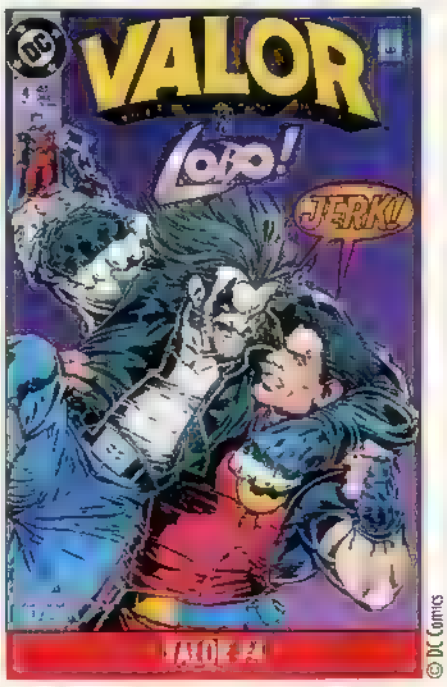
U.S.AGENT
MARVEL (1993)
1-4 ..... 1.75

UTHER: THE HALF-DEAD KING
NBM (1994)
SC BHa DAt tale of old England 11.95

VALERIA, THE SHE-BAT
CONTINUITY (1993-1994)
1 ..... 10.00
1A Gold Edition 25.00
2 ..... 2.50
3 NAd joins Were-Breds 2.50

VALIANT ERA
VALIANT (1994)
TPB Vol.1 reprints various titles; comes bagged w/8 pg comic 13.95

VALIANT ZERO COLLECTION
VALIANT (1994)
TPB reprints #0 issues 9.95



VALOR #1
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VALOR
DC COMICS (1992-1994)
1-12 ..... 1.25
13-16 ..... 1.50
17 CDo MWd p6,D:Valor 1.50
18 CDo MWd a'math of V.'s death ... 1.50
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1 ..... 30 00
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3-5 ..... 10 00
6-9 ..... 8.00
10 ..... 6.00
11-12 ..... 5.00
TPB reprints #1-12 ..... 24.95

VAMPIRELLA
WARREN (1969-1988)
1 I:Vampirella 250.00
2 ..... 65.00
3 Scarce 175.00
4-6 ..... 45.00
7 Frazetta cover 45 00
8 Horror format begins 55 00
9 art: Barry Smith 45.00
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13-18 ..... 20.00
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37 Annual (1975) 20.00
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111 Giant collector's edition 10.00
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113 (1988) 3.00
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SPECIAL (1977) 15.00

VAMPIRELLA
HARRIS (1992-1993)
0 JPl MMo covers time period between "Morning" & "Dracula Wars" 4.00
1 ..... 35.00
1A 2nd printing 11.50
2 ..... 27.00
3 ..... 14.00
4 ..... 8.00
5 ..... 5.50

THE DRACULA WARS (1993)
TPB reprints #1-4 (Harris) 5.95

MORNING IN AMERICA (1991-1992)
1-4 KBu 4.50
Limited TPB rep. M in Am. ser's 35.00

A SCARLET THIRST (1994)
TPB reprints Warren stories 12.95

TRANSCENDING TIME & SPACE (1993)
TPB reprints 1970s stories 12.95

VAMPIRELLA CLASSIC
HARRIS (1995-current)
1 reprints Warren stories in color 2.95
2 reprints 2.95

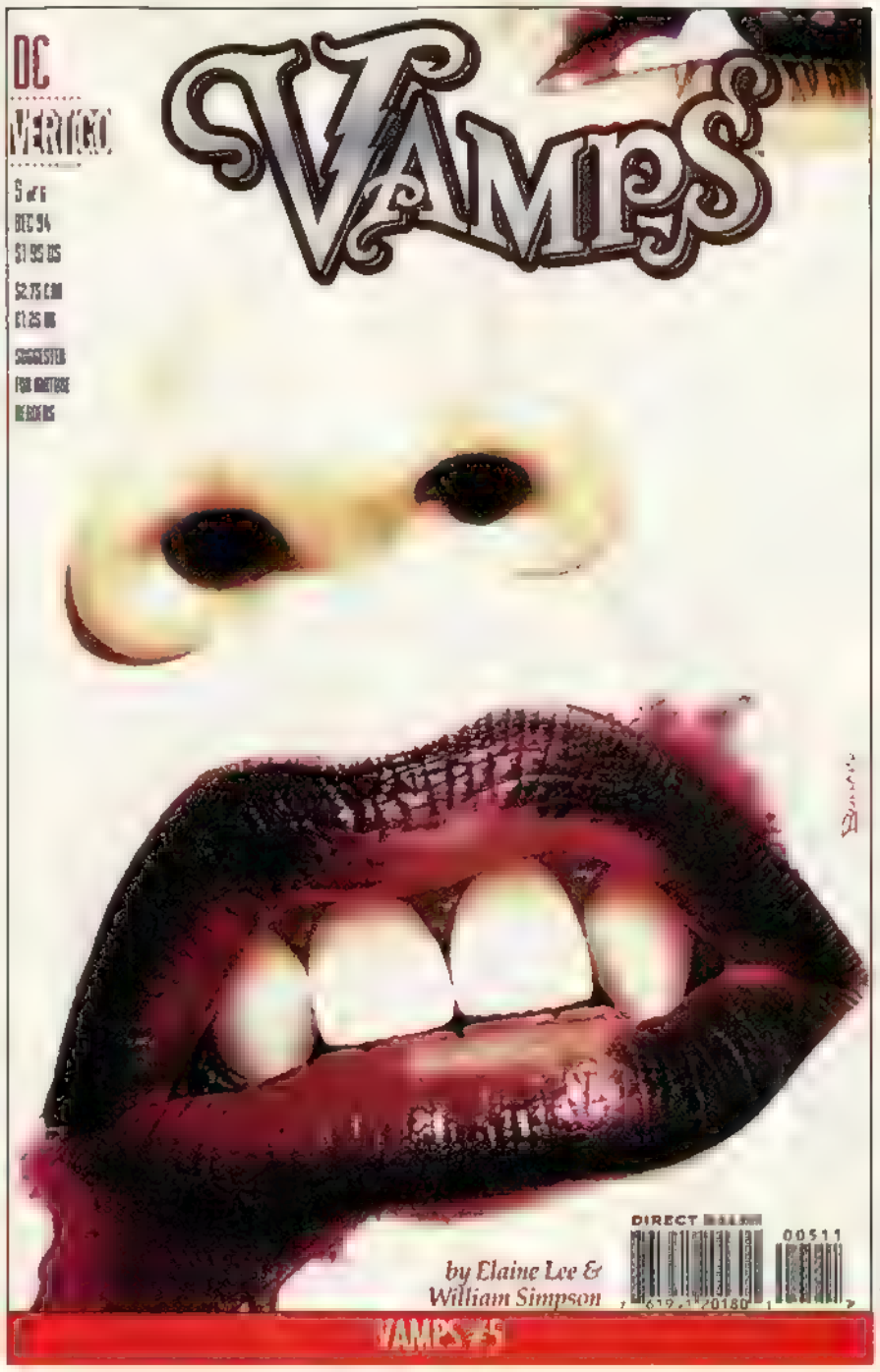
VAMPI/SHADOWHAWK: CREATURES OF THE NIGHT
HARRIS/IMAGE (1995)
BOOK ONE KWo TSg Vampi bites ShadowHawk; Book Two is listed as S'HAWK/VAMPIRELLA 4.95

VAMPIRELLA VS. THE CULT OF CHAOS
HARRIS (1993)
TPB reprints Warren tales 12.95

VAMPS
DC COMICS (1994)
1 WSm ELe vampire biker babes 3.00
2 ..... 2.50
3-6 ..... 2.25

VANGUARD
IMAGE (1993-1994)
1 vs Supreme 1.95
2-6 ..... 1.95

VENGEANCE OF VAMPIRELLA
HARRIS (1994-current)
1 BUz TSg vs child stalker & Hemorrhage, foil cvr by JQu/JPl 25.00
1A gold edition 47.00
2 BUz TSg vs Hemorrhage, Dervish 10.00



VAMPS #5

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3 CAn TSg hunts leaders of Unseelie Congress 7.50
4 vs vampire empowered teens 6 00
5 p2, vamp teens seek their master 4 00
6 w/photo pin-up of "real" Vampi 4.00
7 more clues about origin; P'dragon 4.00
8 Walker, Pendragon; bagged w/cd 5.00
9 Adam mutates & goes after Bishop 4.00
10 Danse Macabre, Bad Jack; includes first half of coupon for free poster 3.50
11 bagged with card 3.50
12 Passion Play 2.95
13 Pendragon attacked 2.95
TPB reprints #1-3 ..... 6.95

VENOM
MARVEL (1993)
1 MBa DMi Holo-Grafx cover 5.00
1A Gold cvr 30.00
2 MBa DMi 3 50
3 MBa DMi 3 25
4-6 RLi DMi 3.25

CARNAGE UNLEASHED (1995-current)
1-2 Venom vs. Carnage 2 95
3 battle continues 2 95

THE ENEMY WITHIN (1994)
1 BMc BJo 2.95
2 BMc BJo Morbius, Demogoblin 2.95
3 BMc BJo vs Palentine's invas'n 2.95

FUNERAL PYRE (1993)
1 TLy CPo Punisher, bronze holo-grafx "flaming foil" cvr 2.95
2 TLy CPo Punisher, 1:Pyre 2.95
3 TLy CPo Punisher vs Venom, team up against Pyre 2.95

THE MACE (1994)
1 LSh CPo 1 Mace, techno-ninja 2.95
2 LSh/BRe CPo Venom vs Mace 2 95
3 LSh CPo V. & Mace vs ninjas 2 95

THE MADNESS (1993-1994)
1 KJo ANo multi-embossed cvr 2 95
2 KJo ANo vs Jugg'naut & B. Tom 2 95
3 KJo ANo vs Juggernaut 2.95

NIGHTS OF VENGEANCE (1994)
1 RLi HMa foil stam'd, neon ink cvr 2.95
2 RLi HMa Venom & Vengeance take on mercenaries 2.95
3 RLi HMa hunted by the Stalkers 2 95
4 RLi HMa final issue; Stalkers 2.95

SEPERATION ANXIETY (1994-1995)
1 Brock and the symbiote deal with being separated; embossed cvr 2.95
2 five symbiotes 2.95
3 secrets of the symbiote revealed as it searches for Eddie Brock 2.95
4 final issue; Brock reunites with the symbiote 2.95

VERTIGO JAM
DC COMICS (1993)
1 sampler of Vertigo's core titles with stories by various writers/artists 3.95

VERTIGO RAVE
DC COMICS (1994)
1 preview of upcoming projects 0.99

VERTIGO VISIONS
DC COMICS

DR. OCCULT (1994)
1 DSw DLr battles Koth 3.95

THE GEEK (1993)
1 MAl Brother Power 3.95

PHANTOM STRANGER (1993)
1 GDv AKw Stranger's secrets 3.50

VICTORY
TOPPS (1994)
1 KGi KBu Kirbyverse heroes 2 50
1A variant Liefeld cover 8.00
2-5 KGi KBu 2.50

VINTAGE MAGNUS: ROBOT FIGHTER
VALIANT (1992)
1 reprints Magnus Robot Fighter 4000AD #1 (Gold Key) 8.00
2 rep. 4000AD #3 ..... 6.00
3 rep. 4000AD #13 ..... 5.50
4 rep. 4000AD #15 ..... 5.00

VIOLATOR
IMAGE (1994)
1 BSe AMo mini-series for villain 3.50
2 BSe AMo seeks Spawn's help 2.50
3 GCp AMo conclusion; fights Spawn and the Vandalizer 1.95

THE VISION
MARVEL (1994)
1-4 ..... 1.75

VISITOR VS. THE VALIANT UNIVERSE
VALIANT (1994)
1 BHi KVh 2 issue limited series; arrival of Visitor sparks mayhem 2.95
2 BHi KVh Valiant heroes battle Visitor at Harada's urging 2.95

THE VISITOR
ACCLAIM/VALIANT (1994-current)
1 BCh KVh battles The Harbinger 2.50
2 BCh KVh battle w/The Harbinger concludes 2.50
3 BCh KVh paramilitary group 2.50
4 BCh KVh trouble in L.A. 2 50
5 BCh KVh The Harbinger returns 2.50
6 JRs KVh Who are the Men in Black? 2.50
7 JRs KVh UFO's & Men in Black 2.50

THE VORTEX
DARK HORSE (1993)
1 JOs prism-foil logo on cvr 2.00

WANDERING STAR
PEN & INK (1993-current)
1 TWo 1:Casandra Andrews 8.00
2-7 TWo 2.00
8 TWo 2.50
9 TWo 2.50
TPB reprints #1-7 ..... 11.95

WARBLADE: ENDANGERED SPECIES
IMAGE (1995)
1 SCk SSe Ripclaw; tri-fold cvr 2.95
2 SCk SSe must stop Daemonites 2.50
3 SCk SSe 2.50
4 SCk SSe final issue 2.50

WARCHILD
MAXIMUM COMIC PRESS (1994-current)
1 RLd ESp CYa mini-series for new Liefeld character 2.50
2-3 RLd ESp CYa 2.50
4 RLd ESp CYa 2.50

WAR DANCER
DEFIANT (1994)
1 JMz AWe 1:War Dancer 2.50
2-6 ..... 2.50

WARLOCK
MARVEL (1972-1976)
1 ..... 35.00
2-3 ..... 15.00
4-8 ..... 11.00
9 ..... 12.00
10 ..... 30.00
11 ..... 25.00
12-14 ..... 12.00
15 ..... 30.00

2ND SERIES (1982-1983)
1-6 reprints 2.50

WARLOCK & THE INFINITY WATCH
MARVEL (1992-current)
1 AMe JSt Warlock on trial, Living Tribunal revealed to serve a master more powerful than Eternity 5.00
2 AMe JSt I:Infinity Watch 3.00
3 RLe JSt High Evolutionary 2.50
4 RLe JSt Watch defeated 2.50
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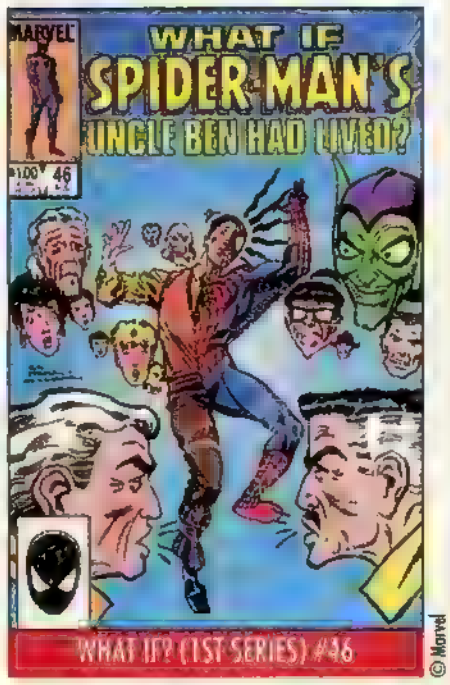

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242 MSi CCl Inferno,1:Goblin Queen,X-Men vs X-Factor 5.00
243 MSi CCl Inferno,X-Factor, Mr.Sinister,Sabretooth 5 00
244 MSi CCl 1:Jubilee, 1 M-Squad 14.50
245 RLd CCl Invasion satire 5.00
246 MSi CCl Master Mold, D:Sharon Kelly.....4.00
247 MSi CCl D:Master Mold, Rogue is lost.....5.00
248 JLe CCl Dissolution and Rebirth, p1; 1st Jim Lee X-Men 25.00
248A 2nd print.....1.25
249 MSI CCl p2,Polaris, 1:Zaladane,Reavers.....5 00
250 MSi CCl p3,Polaris changes powers,Ka-Zar 5 00
251 MSi CCl p4,Wolverine crucified,Jubilee,X-Men go through Siege Perilous.....5.00
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253 SSi CCl p6,Muir Island, R:Storm,Forge,Magneto 5.00
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256 JLe CCl Acts/Vengeance, Mandarin,new Psylocke.....11.50
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261 MSi CCl 1 Hardcase, 1:Harriers 4.50
262 KDw CCl O:Forge, Jean Grey, Masque 4.50
263 BJa CCl O:Forge,Jean Grey,Masque.....4.50
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265 BJa CCl R:Storm, vs the Hounds 4.50
266 MCo CCl 1:Gambit (full), vs the Hounds 37.00
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269 JLe CCl Rogue vs Ms Marvel,Reavers 8.00
270 JLe CCl Havok,Genoshans, X-Tinction Agenda p1 .....10.50
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272 JLe CCl Hodge, X-Tinction Agenda p7 .....8.00

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WILDC.A.T.S #16... Maul is replaced by a shape-changing Daemonite who wants to kill the guy that the team's protecting, and the government Black Razor team comes in to identify and kill the Daemonite. Your tax dollars at work.

WIZARD PRICE GUIDE

273 JLe,JBy,WPo,MSi,CCl New Mutants,X-Factor 7.00
274 JLe CCl Magneto,SHIELD, Ka-Zar vs Zaladane 6.50
275 JLe CCl dbl size,gatefold cover,X-Men vs Imperial Guard,Xavier-Skrull.....8.50
275A 2nd Pr,Gold 1.50
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277 JLe CCl Prof. X.....6.00
278 PSm CCl Muir Island Saga p1,Shadow King, R.Colossus 3.50
279 AKu CCl p2,Prof. X vs Colossus,Legion app.....4.50
280 AKu CCl p4,Legion app. 3.50
281 WPo JBy new team, 1:Trevor Fitzroy,D:Reavers, D:White Queen,Sentinels.....10.00
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282 WPo JBy 1:Bishop (cameo), Fitzroy,future mutants, 1:Malcolm & Randall (cameo)..12.00
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286 WPo JBy Bishop 3.00
287 JRj SLo O&J:Bishop, D:Malcolm & Randall 3.00
288 Bishop.....3.00
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290 WPo SLo Q:Forge 3.00
291 TRa SLo Callisto,Morlocks.....2.00
292-293 TRa SLo Morlocks.....2.00
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297-299 BPe SLo.....2.00
300 JRj SLo Holo-grafx foil cvr 5 00
301 JRj SLo Mystique,Forge 2 00
302 JRj SLo vs Upstarts 2.00
303 RBe SLo Illyana dies.....2.00
304 JRj SLo 30th Anniv issue, X-Force, X-Factor,wrapa'nd cvr w/h'gram..5.00
305-309 .....2.00
310 JRj SLo pre-wedding story, Cable, w/card sheet.....4.50
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316 JMd SLo Generation Next,p1; lead-in to Gen. X; foil-stamped cvr....2.95
316A JMd SLo regular cover 1.50
317 JMd SLo Phalanx; lead in to Gen. X, w/prismatic foil-stamped cvr .2.95
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318 JMd SLo Jubilee leaves to join Generation X; deluxe edition on glossy stock.....1.95
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319A reg edition 1.50
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321 deluxe ed, glossy stock; X-Men travel back in time to stop Legion; w/card 1.95
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ANNUAL 3 GPe CCl 1:Arkon.....15.00
ANNUAL 4 JRj CCl J:Kitty Pryde, Dr. Strange.....15.00
ANNUAL 5 BAn CCl FF 12.00
ANNUAL 6 BSi CCl vs Dracula 12.00
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ANNUAL 14 X-Factor, 1: Gambit (cameo).. ..... 8.00
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4 JLe JBy I:Omega Red,Wolverine back in original costume.....5.00
5 JLe SLo R:Longshot,1:Maverick 5.00
6 JLe SLo Omega Red,Maverick, Sabretooth's new costume,Mojo, O&IR:Sabretooth.....4.00
7 JLe SLo Omega Red 4.00
8 JLe SLo Gambit vs Bishop 4.00
9 JLe SLo D:Belladonna, vs Ghost Rider,Brood 4.00
10 JLe SLo Longshot,Mojo, Maverick back-up story.....4 00
11-24 .....2.00
25 AKb FNI Magneto pulls adamantium out of Wolverine, wraparound cvr w/hologram.....9.00
25A Gold cvr edition 50.00
25A Black & White cvr.....25.00
26-29 .....2.50
30 AKb FNi M:Scott & Jean,several guest stars,w/card sheet.....5.50
31 AKb FNi solo Psylocke story 2.00
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38 AKb FNi Psylocke seeks to regain her p'wrs; deluxe ed. w/glossy stock..2.25
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1 1:Morph.....6.00
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MARVEL

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SC reprints X-Men #141-142.....5.95

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TPB 14.95

FATAL ATTRACTIONS (1994)

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SURVIVAL GUIDE TO THE MANSION (1993)

SC w/gatefold foldout.....6.95

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TPB reps. major x-over,foil cvr 24.95

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1 Dallas giveaway.....25.00

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TPB 19.95

X-MEN CHRONICLES

MARVEL (1995-current)

previously *X-Men Unlimited*

1 After Xavier: The Age of Apocalypse; Magneto founds the X-Men 3.95
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X-MEN CLASSIC

MARVEL (1983-1984)

1 reprints X-Men #57-59.....4.25
2 reprints X-Men #59-61 .....4 00
3 reprints X-Men #61-62.....3 75

REG. SERIES (1990-current)

previously *Classic X-Men*

46-67 reprints X-Men issues 1.75
68-73 reprints 1.50
74-87 reprints 1 25
88 reprints X-Men #184 .....1.25
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TPB reprints Bishop's origin 12.95

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MARVEL (1994)

PF reprints graphic novel.....6.95

X-MEN MASTERWORKS

MARVEL (1995)

TPB reps. GIANT SIZE X-MEN #1 and UNCANNY X-MEN #94-97.....12.95

X-MEN: OMEGA

MARVEL (1995)

1 conclusion to AFTER XAVIER: THE AGE OF APOCALYPSE storyline.....3.95

X-MEN SPECTACULAR

MARVEL (1994)

1-4 mini-series reprinting the first Legion stories, c'dstock cvr, glossy stock paper 2.25

X-MEN SPOTLIGHT: STARJAMMERS

MARVEL (1990)

1 DCo Professor X 4.75
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MARVEL (1993-current)

1 RLi JFm 1:X-Men 2099, foil-stamped cover.....4.00
2 RLi JFm vs vengeful family..... 2.00
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4-19 RLi JFm.....1.50
20 Bloodhawk fights alone 1.95
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MARVEL (1987)

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2 MSi RSt 4.00
3-4 MSi RSt 3.50

X-MEN VS DRACULA

MARVEL (1993)

1 reprints X-Men Annual #6 .....1.75

X-O MANOWAR

ACCLAIM/VALIANT (1992-current)

0 prequel to reg. series, chromium double-cover.....5.50
0 gold edition.....39.00
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12 MLe BLa Solar....6.00
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XOMBI

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MARVEL (1995)

1 2 part mini-series about non-mutant heroes during AGE OF APOCALYPSE storyline; foil-stamped cvr 3.50
2 mini-series c'cludes;foil-stmp'd cvr 3.50

YOUNGBLOOD

IMAGE (1992-1993)

0 O:Y'blood,w/ Image 0 coupon 4.00
0A coupon cut out 2 00
0B Gold foil cvr 35.00
1 RLd HKa trading cards 10 00
1A 2nd print,gold border, w/o trading cards....2.50
2 1:ShadowHawk (in preview), 1:Prophet....8.00
3 ....4.00
4 ....2.50
5 flip bk. w/ Brigade (mini) #4....2.50
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6 flip-book w/two stories....2.95
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ZATANNA

DC COMICS

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SERIES (1993)

1-4 ....1.95

ZEN, INTERGALACTIC NINJA

ARCHIE

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ALL-NEW COLOR SPECIAL (1993)

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0A newsstand edition,JAl cvr.... 2 25

THE ALTERNITY SAGA (1994)

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SERIES (1994-1995)

1 TIh vs Lord Contaminous, die-cut chrom'm cvr by HNg....3.95
1A newsstand edition 2.25
2 vs Lord Cont. & Major General Lorenz,bagged w/chrom'm card ...3 50
2A standard edition 2 50
3 A Fire Upon the Earth,p3 ....2 50
4 Battle Beyond the Ozone,p1. .. ... 2.50
5 vs. Contaminous on space station .2.50
6 Battle Beyond the Ozone, p3.... ... 2.95
7 final issue; Battle Beyond the Ozone conclusion....2.95
YEARBOOK 1: HAZARDOUS DUTY....2.95

2ND SERIES (1995-current)

1 Earth gone mad 2.50
2 battles Rawhead in Moscow; bagged w/limited ed. numbered phone cd.4.95
2A reg. ed., no bag or card 2.50

SPRING SPECTACULAR (1994)

1 vs Lord Contanimous,foil cvr 2.50

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TPB collects first four illustrated novellas; foil-enhanced cvr 7.95

WARRIOR (1994)

1 trapped in vicious video game....2.95

ZEN CITY (1995)

1 7th illust'd novella, foil cover 2.95

ZERO HOUR: CRISIS IN TIME

DC COMICS (1994)

4 (4-pt. mini-series numbered 4 to 0) DJu JOr part 1,temporal anamolies batter DC Universe; Flash "dies" 1.50
3 DJu JOr part 2, Justice Society deals with Flash's "death" 1.50
2 DJu JOr p3.... ....1.50
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TPB reps #4-0, plus tie-ins from Showcase '94 #8-9 ....9.95

ZORRO

TOPPS (1993-current)

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2 MMa DMg JAl cvr,attacks army compound,learns two secrets 2.50
3 MMa DMg 1: Lady Rawhide....8.00
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7 MMa DMg Lady Rawhide....3.00
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10 HCo DMg p2, Lady Rawhide 2.50
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2624 Greene's Lane
Powder Springs, GA 30073

Tim Cottrill
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35 North Broad Street
Fairborn, OH 45324
(513) 879-1408

Phil Davis
B & D Comic Shop
802 Elm Street South West
Roanoke, VA 24016
(703) 342-6642

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(212) 627-9691

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Columbia, SC 29210
(803) 731-4376

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5751 Nolensville Road
Nashville, TN 37211
(615) 333-9458

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Hast-on-Hud, NY 10706
(914) 478-4676

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All About Books & Comics
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Phoenix, AZ 85012
(602) 277-0757

Dave Griffith
Book Busters
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N. Charleston, SC 29406
(803) 569-0836

Frank Hideg
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Kentucky Oaks Mall
Paducah, KY 42001
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Martinez, GA 30907

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Minneapolis, MN 55408
(612) 645-5950

Nolan Wyatt
Golden Apple
7711 Melrose Ave.
Los Angeles, CA 90046
(213) 658-6047

X-MAN #2... Against Forge's wishes, Essex (a.k.a. Mr. Sinister) tries to determine the extent of young Nate's powers, and the troupe is discovered by Apocalypse's henchmen Domino, Grizzly, and Caliban.

SHOWS & CONVENTIONS

To help connect you with the biggest and best comic book shows and conventions in your area, *Wizard* is still printing all the stuff we used to print in this department. But we've added extra space so you can find out in advance about admission discounts, creator appearances, and other superneat stuff!

These listings are as accurate as we can get 'em, but *Wizard* always recommends phoning ahead before you attend an event—show information sometimes changes after we go to press. With that in mind, it's time for all you comic-hungry hordes to go conventioneering!

ALABAMA

MAY 20, HUNTSVILLE

Card, Comic, and Racing Show, Jaycee Community Bldg., Old Airport Road, 35 tables @ $30 each, $1.50 admission, 9am-4pm. Contact: Linda or Clay Pogue @ 615-962-2354 days or 615-469-7227 nights.

CALIFORNIA

JUNE 2-4, SAN FRANCISCO

SUPER COMIC, CARD, TOY & *MAGIC: THE GATHERING* EXPO, Cow Palace, Geneva Ave. & Santos, 200 tables (call for cost), $5 admission per day (3-day pass: $12; children under 6: free), Fri. Noon-8pm, Sat./Sun. 10am-6pm. GUESTS: Image creators—Cedric Nocon (*Supreme, Extreme Sacrifice, Team Youngblood*), Chance Wolf (*ShadowHawk, ShadowHawk/Vampirella, Spawn* toy comics), Aron Wiesenfeld (*Team 7*), Richard Bennett (*WildC.A.T.s, Savage Dragon*), Monica Bennett (*WetWorks, Gen*^{13}, *StormWatch*), Chris Alexander (*Bloodstrike*), plus a preview of Image's upcoming *Brass*. Also, DC's Scott Baumann (*Blood Pack, Loose Cannon*), more guests & celebrities. Featuring Golden, Silver, and Modern Age comics, toys, figures, sportscards, Starting Lineup, games, *Star Wars/Star Trek* memorabilia, animation and more. Panel discussions, Q & A sessions, bring your portfolio. Premium prizes. Original Image Artwork Sale. Huge *MAGIC: THE GATHERING* AREA (Dealers, Tournaments, Gaming, and Prizes). Contact: Bill Lee on the Expo hotline @ 415-522-3838.

DELAWARE

MAY 21, DOVER

Super Con, Sheraton, Rt. 13 South, 50 tables @ $60 each, $3 admission. Special guest to be announced. Over $1,000 in door prizes donated by major comic publishers. Grand Prize of $100 in show cash. Free comic packs to the first 100 paid attendees. Contact: Derek Woywood of Collector's Comics @ 609-782-0817.

MAY 21, NEWARK

Small Wonder, Newark Best Western, I-95 & Route 273—Dover Exit, 40 tables @ $50 each, $3 admission, 10am-4:30pm. Surprise guest! Free gift for the first 200 people. Featuring comics, toys, cards, videos, and more. Contact: Joe Hummel @ 302-456-3055.

FLORIDA

JUNE 4, TAMPA

Tampa Comic Book MEGA-SHOW, Colony Hotel, 820 E. Busch Blvd. (I-275, Exit #33), 60 tables @ $50 each, $3 admission, 10am-5pm. Special guest signers to be announced. Autograph certificates available. Contact: Skyline Promotions @ 407-426-7745.

INDIANA

JUNE 2-4, INDIANAPOLIS

Indy-Monthly Comic Show, Eastgate Mall, 7150 East Washington Street, 35-plus 8-foot dealer tables @ $60 each or 2 for $95, free admission. *Magic* Tournament on June 3rd. For dealer and show information, call Rick Garcia of Hoosier Sportcards @ 317-357-9999.

LOUISIANA

MAY 20, COVINGTON

Northshore Comic Book & Sportscards Show, Holiday Inn, Hwy. 190 @ I-12, 25 tables @ $50 each, $1 admission, 10am-5pm. Guests: John Dell (inker for DC Comics's *Lobo* and *Chain Gang War*), Jason Temujin Minor (inker for DC Comics's *Animal Man*, Malibu Comics's *Godwheel*, and Marvel Comics's *Deadpool*), and Daniel Presedo (publisher and artist for *Dream Wolves*). They will be signing. Contact: Mike Lynch @ 504-923-2349.

MARYLAND

MAY 21, GAITHERSBURG

Capital Associates, Gaithersburg Holiday Inn, 2 Montgomery Village Ave., 65 tables @ $65 each, $2 admission, 10am-4pm. Contact: Jeff Rocen @ 703-503-5834.

MASSACHUSETTS

MAY 21, ROCKLAND

BIG CAT Productions presents The Monthly Comic, Toy, and Non-Sports Card Show, Ramada Inn, Exit 14 (Route 228) off of Route 3, 35 tables @ $50 each (2 for $75), $2 admission, 11am-4pm. **Guests: *Vampirella* writer Tom Sniegoski and *Vampirella* artist to be announced.** *Magic* cards, toys (*Star Wars*, Megos, etc.), art, POGs, and thousands of hard-to-find and bargain comics. Free credit raffles and gifts. Contact: Larry Harrison @ 617-596-3336.

MAY 28, BURLINGTON

BIG CAT Productions presents The Monthly Comic, Toy, and Non-Sport Card Show at the VFW Hall, Exit 34 Winn Street (next to Marshall Simons Junior High), 35 tables @ $50 each (2 for $75), $2 admission, 11am-4pm, *Magic* cards, toys (*Star Wars*, Megos, etc.), art, POGs, and thousands of hard-to-find and bargain comics. Most comics 50 percent off guide and cheaper! Free credit raffles and gifts. Contact: Larry Harrison @ 617-596-3336.

NEW HAMPSHIRE

MAY 7, NASHUA

BIG CAT Productions presents The Monthly Comic, Toy, and Non-Sport Card Show, Holiday Inn, Exit 4 off Route 3, 35 8-foot tables @ $50 each (2 for $75), $2 admission, 11am-4pm. *Magic* cards, toys (*Star Wars*, Megos, etc.), art, POGs, and thousands of hard-to-find and bargain comics. Free credit raffles and gifts. Contact: Larry Harrison @ 617-596-3336.

NEW JERSEY

MAY 7, BORDENTOWN

Comic Book Marketplace, The Days Inn Hotel, Route 206 North off Exit 7 of the New Jersey Turnpike, 30 tables @ $55 each, $3 admission, 10am-4pm. Guests: Chris Taylor (*Blood Pack, Legion of Super-Heroes*), Steve Henel and Beatriz Paven (*Xenya*). Contact: Ron Jordan @ 908-828-5955.

MAY 28, TINTON FALLS

Monmouth County Comic Con, Holiday Inn, 700 Hope Road, Garden State Pkwy. Exit 105, 40 tables @ $45 each, $2 admission, 9:30am-4:30pm. Guests: Daniel A. Reed (*New World Order*) and Neil Vokes (*Jurassic Park*). Contact: Dan Campbell @ 908-571-5316 or 908-222-2516.

MAY 28, WAYNE

Wayne Comic Book Expo, Holiday Inn, Rt. 46 East Service Rd., 30 8-foot tables @ $55 each, $2 admission, 10am-4pm. Special features: primarily comic books (all eras and prices), some non-sports cards and toys, hourly door prizes, old-fashioned **no-minimum-bid** auctions. Show us your *Wizard* magazine for a $2 merchandise credit with your paid admission. Contact: B. Brzezinska @ 201-783-0608

MAY 28-29, WOODBRIDGE

Comic Book Marketplace, The Sheraton Hotel, 515 Route 1 South, across from the Woodbridge Mall, 40 tables @ $150 each, $5 daily admission, 10am-4pm. Guests: Al Williamson (*Flash Gordon*), Tim & Greg Hildebrandt (*Marvel Masterpieces* cards), Curt Swan (*Superman*), Keith Giffen (*Trencher*). Sunday only: Murphy Anderson (*Hawkman*), Joe Staton (*Legends of the Dark Knight*), Kurt Schaffenberger (*Lois Lane*). Monday only: John Hebert (*X-Men Adventures*), Dave Hunt (*Little Mermaid*), John Workman (*Flash Gordon*), Rudy Nebres (*Conan*), Charles Barnett III (*Star Trek: T.N.G, Shadowheart*), Michael Avon Oeming (*Judge Dredd*), Howard Bender (*Spider-Man Magazine*), and many more. Plus a cartoon film show, panels, a charity art auction on Monday, and much more. Some guests are tentative; please call for updates. Contact: Ron Jordan @ 908-828-5955.

NEW YORK

JUNE 4, FISHKILL

Toylectifest, Holiday Inn, Exit 13 off I-84 onto Rt. 9 North, 90 tables (call for pricing), $4 admission, 9am-4pm. Guests: to be announced. All the best classic and modern toys and collectibles. Everything from G.I. Joe to Megos to *Star Wars*

to modern superheroes. Collectors can also find die-cast vehicles, comics, dolls, trains, non-sport cards, and everything else imaginable. Contact: Paul Tracy @ 914-831-9381.

NORTH CAROLINA

MAY 28, WINSTON SALEM

Comic Book, Trading Card, and Toy Show, Holiday Inn West—Silas Creek Parkway, 30 tables @ $50 each, $2 admission, 10am-5pm. *Star Wars* toys! Contact: Mark @ 704-787-3911.

OHIO

MAY 21, COLUMBUS

Columbus Toy & Comic Convention, Aladdin Temple Shrine Mosque, Exit 32 (Morse Road), off of I-270 Northeast, 410 tables @ $35 each, $4 admission (children under 12: $2), $1 off with this *Wizard* ad, 10am-4pm. Contact: Vaughn Crispin @ 412-539-8821.

JUNE 4, HUDSON

Comic Book & Non-Sports Card Show, Hudson Holiday Inn, Rt. 8 @ Ohio Tpke. Exit 12, 40 6-foot tables @ $40 each, $2 admission, 10am-4pm. Contact: Steve Weimer @ 216-650-4039 for more information.

JUNE 11, YOUNGSTOWN

Youngstown-Warren Comic Con, Holiday Inn-Metroplex, I-80 & Rt. 193, Exit 229, 33 8-foot tables @ $45 each in advance, $2 admission (children 6 and under: FREE), 10am-4pm. Contact: Jeff Harper @ 216-499-6056.

PENNSYLVANIA

MAY 7, PHILADELPHIA

Comic-Con, Holiday Inn, 4th and Arch, 30 tables @ $50 each, $3 admission, 10am-4:30pm. Special guest to be announced. Over $1,000 in door prizes donated by major comic publishers. Grand Prize of $100 in show cash. Free *X-Files* promo cards and five comics to the first 100 paid attendees. Contact: Derek Woywood of Collector's Comics @ 609-782-0817.

MAY 12-14, PITTSBURGH

Pittsburgh Comicon II, Monroeville Expo Mart, take Exit 6 off PA Tpke., follow signs to Business Rt. 22 for two miles (down 7 traffic lights), and you're there. 200 booths @ $300 each, $8/one-day or $20/three-day admission, Friday: 12 noon-6pm, Saturday: 10am-6pm, Sunday: 10am-5pm. Contact: Michael or Reneé George @ 814-467-4116.

TENNESSEE

MAY 7, NASHVILLE

Nashville Tennessee Comic Book Convention, Ramada Inn, Briley Pkwy. & I-40 near the airport, 40 tables @ $50 each or 2 for $90, $2 admission, or $1 if you show this *Wizard* ad, 9am-4pm. Comics, toys, original art, *Magic* and *Star Trek* gaming cards, and autographs. Guests: Joel Thomas (*Spawn, Deathblow, Prime, Evil Ernie*), Dean Zachary (*The Ferret, The Night Man, Green Lantern*), Dave Johnson (*SuperPatriot, Chain Gang War, WildStorm* trading cards), Todd Fox (*Marvel Comics Presents, Racer X, Punisher War Journal,* and *Mr. T & The T-Force*), Sam Payne (*The Strangers, Judgment Day*), and Chad Sergesketter (*Comrades of War*). First 50 attendees receive a gift. For more information, call Michael Bray @ 615-367-1405 or Marc Ballard @ 615-520-3289.

TEXAS

MAY 3, 10, 17, 24, 31, HOUSTON

Card, Comic and POG Convention, Holiday Inn, I-10 & Silber, 7611 Katy Frwy., Exit Silber, 15 tables @ $25 each, free admission, 6pm-10pm. Free admission every Wednesday night. Come out and buy, sell, and trade. Contact: Mark Hlavinka @ 713-293-8676.

MAY 7, AUSTIN

Comic, Card and POG Convention, Quality Inn South, 2200 South 1H-35 at Oltorf, 50 tables @ $55 each, $1.50 admission, 10am-5pm. Door prize drawings every 30 minutes for comics and cards. Free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676.

MAY 7, HOUSTON

Comic, Card and POG Convention, Marriott Greenspoint, 255 North Sam Houston Pkwy. East, 50 tables @ $70 each, $2 each, 10am-5pm. Door prize drawings every 30 minutes for comics and cards. Free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676.

MAY 7, SAN ANTONIO

Comic, Card and POG Convention, Embassy Suites Hotel, I-10 West at 410 West behind Malibu, 45 tables @ $55 each, $1 admission, 10am-5pm. Door prize drawings every 30 minutes for comics and cards. Free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676.

MAY 13, HOUSTON

Comic, Card and POG Convention, Hilton Hotel S.W., 6780 S.W. Frwy. Exit Hillcroft, 30 tables @ $70 each, $2 admission, 9:30am-4pm. Door prize drawings every 30 minutes for comics and cards. Free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676.

MAY 13, HOUSTON

The Dark Side of the Moon Comic Book Convention, The Sheraton Grand Hotel, 2525 West Loop South (Galleria Area), 60 tables @ $65 or $70 each (Call for more information), $3 admission, 10am-4pm. Twice as big! Bigger comic auction, more video games, more local comic creators, bigger art contest, bigger gaming space. More cartoon AND movie screenings. Huge door prizes every 1/2 hour, and free 1st issue comic to the first 200 attendees. Contact: Jason Ginsburg @ 713-664-5224.

MAY 20, SAN ANTONIO

Comic, Card and POG Convention, Embassy Suites Hotel, I-10 West at 410 West behind Malibu, 35 tables @ $55 each, $1 admission, 9am-3:30pm. Door prize drawings every 30 minutes for comics and cards. Free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676.

MAY 20, 21, HOUSTON

Comic, Card and POG Convention, Holiday Inn, I-10 & Silber, 7611 Katy Frwy., Exit Silber, 45 tables @ $125 each, $2 admission, 10am-5pm. Door prize drawings every 30 minutes for comics and cards. Free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676.

MAY 21, AUSTIN

Comic, Card and POG Convention, Holiday Inn South, 3401 South I-H35, 45 tables @ $55 each, $1.50 admission, 10am-5pm. Door prize drawings every 30 minutes for comics and cards. Free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676.

MAY 21, HOUSTON

Carnival '95, Holiday Inn Hobby, 9600 Gulf Freeway, I-45 South (College Airport exit), 60 tables (call for pricing), $3 admission (children under 10: free), 10:30am-5pm. Guests: To be announced. Tons of comics, *Magic* cards, POGs, and toys. Fantastic door prizes, action figures, and collectibles. Contact D.J. @ 713-335-SHOW (7469).

MAY 28, HOUSTON

Comic, Card and POG Convention, Holiday Inn Southwest, 11160 S.W. Frwy. Exit Beltway 8, 35 tables @ $65 each, $2 admission, 10am-5pm. Door prize drawings every 30 minutes for comics and cards. Free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676.

VIRGINIA

MAY 7, TYSONS CORNER

Comic Book and Trading Card Show, Tysons Ramada Hotel, 7801 Leesburg Pike (Falls Church), 80 tables @ $65 each, $2 admission, 10am-4pm. Contact: Jeff Rocen @ 703-503-5834.

JUNE 3, RICHMOND

Richmond Toy & Comic Convention, Showplace Expo Center, 3000 Mechanicsville Turnpike, Route 360 off of I-64, 380 tables @ $30 each, $4 admission (children under 12: $2), $1 off with this *Wizard* ad, 10am-4pm. Contact: Vaughn Crispin @ 412-539-8821.

WASHINGTON

MAY 21, SEATTLE

Center Con 29, Seattle Center Flag Pavilion, 100 tables @ $65 each, $3 admission, 10:30am-4:30pm. Guests: Dick Sprang, Kurt Busiek, Scott McCloud, and *Magic* artists. Call 206-822-5709 for more information, or 206-684-7200 for directions.

WEST VIRGINIA

JUNE 4, CHARLESTON

West Virginia Comic Con, Holiday Inn—Charleston House, 600 Kanawha Blvd., 38 6-foot tables @ $45 each in advance, $2.50 admission (children 6 and under: FREE), 10am-4pm. Guest: artist Steve Lieber of *Hawkman, Detective Comics* #685 and #686, and *Robin* #17. Contact: Jeff Harper @ 216-499-6056.

If you'd like to use *Wizard's* magic to help advertise your comic book event, call Karen Evora at (914) 268-3907.

WizaRd BullPen

WE STILL SUCK!

Gritting our teeth and polishing our balls, your favorite wiry *Wizard* heroes stood proudly at the entrance to the Hi-Tor Bowling Lanes in Haverstraw, N.Y., ready for our re-match against the *InQuest* genejokes. Our team's rockin' roll call: Pat McCallum—Bowler-in-Chief! Brian Cunningham—Bowler! Andrew Kardon—Copy Bowler! Marc Wilkofsky—Contributing Bowler! Unfortunately, we quickly traded our pride for a few rounds of Industrial Strength Whupass. While *InQuest*'s Assistant Editor Mike Fasolo and closest-thing-to-a-ringer Production Director Doug Goldstein pounded in strike after lousy strike, Andrew had as much form as a stunned gerbil on ice (yeah, he blew it again)—although we cheered *InQuest* Associate Editor Matthew "Milky" Milliken who befriended the gutter. And as Brian's concern over how he looked in his bowling shoes brought his performance level way down, *IQ* Art Director Robin Ramos had several moments of ten-pin glory. "After bowling three gutters, and hearing you guys say, 'Ramos sucks,' I knew I had to go for it," he claims. All we can say is that they brought in Doug (who won like 70 pounds of bowling trophies in high school) as a stand-in for *InQuest* Editor and self-professed lousy bowler Mike Searle, who was "Feeling...queasy," but was seen looking fine the following day. Anybody else smell a rat?

REILLY OF PASSAGE!

It finally happened, and boy, are we *verklempt*: *Wizard* Marketing Associate and Victor Von Doom groupie Dan Reilly took the lovelier-than-ever Nora Haren's hand in marriage, amidst family, friends, and some bleary-eyed Wizard Press staffers. The beautiful wedding ceremony took place on a perfect Friday afternoon in March (perfect, because attending staffers got a few hours off of work for it). Of course, just like most superhero weddings, Mr. Reilly had to expect at least one blast of excitement during his. Just as he was about to place the power ring on Nora's finger, the Masters of Evil dropped in and started bustin' up the joint and pantsing the guests. *Wizard* publisher Gareb Shamus saved the day with some quick thinking, though. He waited for the evil doers to group together, and then smashed 'em all at once with his colossal ego. After Nora picked Dan up, everything went extremely well—even the reception was remarkably uneventful, as Dapper Dan handled himself maturely (and soberly), making Nora quite the happy bride. As the new Mr. and Mrs. sailed off to their Latverian honeymoon, onlookers enjoyed a moment of joyful belief that all was right with the world. Good luck to the newlyweds!

WHO ARE YOU?

DOUG GOLDSTEIN

Production Director (and "founding member"), *Wizard: The Guide To Comics*

What is it you do at *Wizard*?
I try to make sure everything we print is produced on time, and done cost-effectively.

Your favorite section in *Wizard*?
Wizard Profile.

Biggest production goof?
You're kidding if you think I'm gonna let you know.

What would your biography be called?
Ten Minutes from Now.

Favorite TV show?
It was *The Kids in the Hall*, before they canceled it—the bastards. Now it's *The Tick*.

Favorite *Trek* character?
Spock, because he was the most unique and original element of the show.

Favorite musical performers?
The entire music industry is worthless without Pink Floyd in it.

Favorite album?
The Wall, by Pink Floyd.

Who would play you in a movie?
I suppose Jeff Goldblum would be good, if he went on a serious diet.

Actress with whom you'd like to star in a film?
Kelly Preston, Arnold's girlfriend in *Twins*—the most amazing woman I've ever seen in a movie.

Favorite comic?
The entire comic industry is worthless without *Sandman* in it.

Favorite comic of all time?
Iron Man in the early #100s and early #200s was at its best. I've never enjoyed reading comics as much as that.

Aspect of today's society you find disheartening?
The Republicans have waited to regain control of Congress for decades; now that they have it, they've revealed themselves to be totally nuts.

Do you have any nicknames?
The name is Doug. If you call me Spock, I'll walk right past you.

What superpower would you want?
To be able to know, predict, and understand everything.

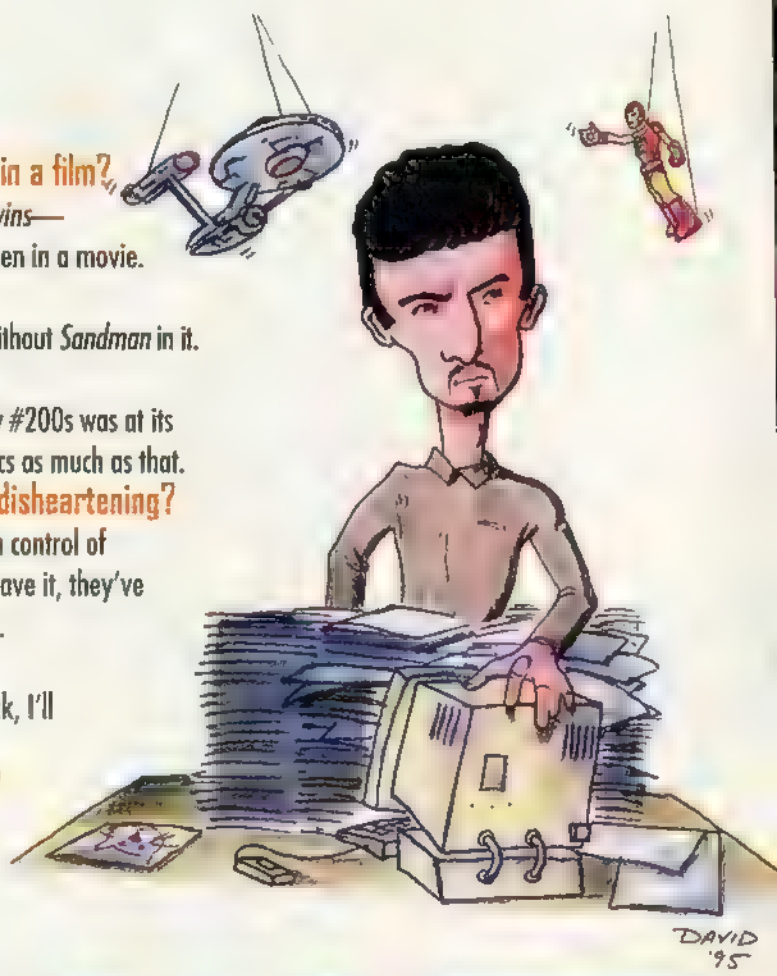

Illustration by David Prager

Top 10 Ways the Collapse of the Mexican Economy has Affected the Comic Book Industry:

10. Zorro resorts to skewering bad guys for food.
9. El Aguila can't afford to gas up the Aguilamobile.
8. Don Quixote stops jousting, gets a big friggin' gun, and joins Image.
7. Hopes of a White Tiger mini-series now under 0%.
6. *Superchilito and Pinto Boy: The Animated Series* not renewed.
5. *Las Chicas Malas Con Pechos Grandes* not selling.
4. Retailers stuck with hundreds of cases of *El Asombroso Hombre-Araña* (the clone issues).
3. Lady Rawhide reduced to table dancing at local discotheque.
2. Salsaman tour goes bankrupt—hundreds of disappointed tykes cry, "Bad Salsaman!"
1. Tarantula hangs up tights—last seen pounding down tequila shots and kicking midget ass.

COLLECTOR'S SPORTSLOOK #19

Just when you thought you couldn't get enough of **Shaq**...he makes the cover of the June issue of *Sportslook*. But this time, he shares the cover (and an article) with his partner in crime, **Anfernee Hardaway**. Also, if autographs are your bag, you're in for a treat. We've put together a big ol' section on everything from the coolest signers to signed body parts. We also decided to include the second part of our **National Sports Collectors Convention contest**, as well as a chance to **win a full signed set of Signature Rookies football cards**. From Shaq to Rollie's autographed fingers to the National, we've got it all in the June *Sportslook*, shipping in April! **$3.95**

INQUEST #2

The newest, coolest guide to collectible card games rolls on with an interview with *Magic* artist extraordinaire **Anson Maddocks**, an ***Illuminati*** article delving into the bizarre and paranoid world of conspiracies, and our look at the never-before-seen (and never-to-be-sold) ***Star Trek* expansion set**! We also cast the ***Magic: The Gathering Movie: The Good Guys***, and drop you in the middle of the **Arabian Nights Djinn-Efreet War**! Plus, we have a White Wolf contest, in which your card art can appear in an upcoming *Rage* expansion set, and we're givin' you a chance to **win your own customized *Magic* deck**! It all happens in May! **$3.50**

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Made in the U.S.A.

What Do You Want From Me?

by Todd McFarlane

As a creative producer of comic books, one of the things you must sit down and look at daily is how to keep your audience entertained and keep them buying your books on a regular basis. With the comic book market being in a sort of lull at this point, I'm somewhat confused as to what you, the readers, want out of your comics.

From what I've seen, the major crossovers seem to be a big thing with the readers. A good example of this is the recent "Age of Apocalypse" crossover from Marvel's X-Men titles, which was very popular with the fans (albeit at a higher price, no less). Also big is when a major character either dies, gets maimed, or goes insane and then a new character takes over his or her identity (*a la* recent stories involving DC's Batman, Superman, and Green Lantern characters). Readers also seem to buy up variant covers which have the potential to rise in value. Readers seem to respond well to all of these types of examples, quite simply, because you want them. Or do you?

When you buy comics, do you sometimes feel like you've been tricked by publishers into buying them? In my opinion, a lot of these popular types of storylines are just a way of tricking you into A) buying the product, and B) in the case of "Age of Apocalypse," raising the price of the book. (The price of the X-books "increased" when Marvel stopped printing the less expensive "regular editions" of these comics.) And when I was a young fan, I knew that when the price of comics increased, I either had to cut a book or three, or else mow another lawn for more cash.

I can't believe how much the price of comics has gone up over the past couple of years. They're averaging at two bucks apiece now. With that said, readers' budgets can't allow them to buy everything they want. There must be some sort of selection process as to what you want to buy.

So, are you guys clinging to three or four different titles and their spin-offs, are you somehow expanding your budget, or are you simply buying the books because you've got the last hundred issues and don't want to stop your collection? And hey, I know what that's like 'cause I've been there.

What I'm looking at, in the case of *Spawn*, is whether or not I should do any of these things. Would you like me to kill him off and bring him back? Would you like to see him cross over with every other character in the Image Universe? Would you like to see him maimed and replaced by some wacko, only to have the original come back and trash the new guy?

I just want to know if there's some resistance to these situations, or if you think that's cool. If it *is* cool, then I'll have to start thinking about possibly putting out a second monthly *Spawn* companion book, or more mini-series throughout the year. I'm trying to stick to a certain way

of business, but if the fans dictate otherwise, then I'll have to change my ways.

If anybody is willing to give me insight, I'll hear you out. And there's even a bribe in this. (Hey, you don't get nothing for nothing, as the saying goes.) I want to know what keeps you buying on a regular basis. In return, the best responses will get a couple of free signed comics. Write to me in care of the address in the letters page of *Spawn*. ☆

Todd McFarlane is a co-founder of Image Comics, and is the writer and artist of Spawn.

ADDENDUM: Oh, and by the way. About Marvel Comics announcing that it's distributing exclusively through Heroes World...I told you so.

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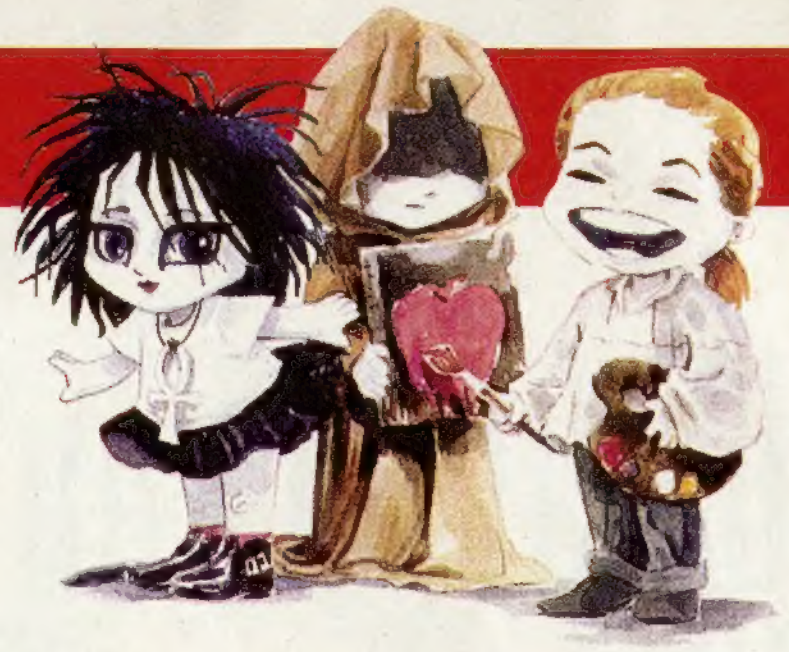
*EVERYONE'S GOT OPINIONS

The opinions expressed in this column are not necessarily those of *Wizard: The Guide to Comics*, its editorial staff, or Image Comics.

WIZARD *Profile*



Here's looking at...JILL THOMPSON

by Ruth Morrison

How did Jill Thompson get into comics? "By perseverance," the 29-year-old artist smiles. "By not taking 'no' for an answer."

Currently drawing *The Invisibles* and scheduled for a *Swamp Thing* story with Mark Millar, both for DC's Vertigo imprint, Thompson's done...everything. Starting with 'Banana Man' (from *Just Imagine Comix and Stories*, a one-shot anthology published by Just Imagine), Thompson's résumé boasts (in no particular order) many issues of *Elementals* for Comico, *Speed Racer* for Now, *The Scarlet Letter* for First Comics's *Classics Illustrated* series, *Wonder Woman*, *Sandman*, *Black Orchid* (all three for DC), and *The Badger: Shattered Mirror* for Dark Horse Comics, not to mention numerous pin-ups, gaming manuals, and the occasional trading card. One would think that Thompson never knew a word of discouragement.

Wrong.

"I got so many rejection letters," the Chicago native chuckles. "I used to save them, and dream of when I could throw them back at people and say, 'You rejected me.'"

Why didn't Thompson give up? "I always wanted to draw comics," she says simply. "I wanted to tell stories. I knew this as long as I could remember."

Growing up on the Archie comics her father bought her, one day Thompson noticed a particular comic at the bottom of the pile. "It was an X-Men book, the beginning of the 'Dark Phoenix Saga' [which ran through *Uncanny X-Men* #129-#138]. Here was this powerful woman who was able to do all this...stuff! She was stronger than any of the men, she was stronger than anyone. I'd never seen that! I wanted to be able to do what she did. I thought it would be cool! I was hooked."

Eventually, Thompson would even like to publish her own comics, "or at least, drawing and controlling something that I own and that I've created."

However, Thompson's life is not exclusive to comics. "I spent four-and-a-half years in an improvisational comedy troupe. We'd be the opening act for all these comedy clubs. It was a really strange lifestyle.

"To continue in comics, I think you have to have something else in your life beyond comics, or you burn out. Especially when you work at home. People say, 'It must be cool to work at your house.' But then, it's always there. It's always saying, 'You know, you should be working. What are you doing relaxing? You should be doing another page...'"

As far as the art form of comics itself goes, Thompson tries to please herself. "I have to like it first. It's great when other people appreciate it, but I'd be embarrassed to show someone something I didn't like."

Photo by Ruth's boyfriend, courtesy of Jill Thompson. Death, Destiny, and Destruction ™ & © DC Comics.
Special thanks to Mark Sosso for helping us out. (He knows why.)

First comic read...

The first comic I read would have to be a "Peanuts" compilation.

Favorite comic of all time...

I don't know about "favorite," but one that scared the hell out of me was a *House of Mystery* issue. It had a Bernie Wrightson illustration that showed Abel chained in this tank of water, with bananas all around.

Favorite work of your own...

Currently, *The Badger: Shattered Mirror*. Mike Baron wrote it, I got to pencil and ink it, and it was a great story. It kicked ass!

Comics you currently read...

Anything by Paul Pope. Also, *Optic Nerve*, by Adrian Tomine, and *Red Dragon*, from Comico/Northstar. I really like *True Swamp*, by Jon Lewis. *Cud* is my favorite book, by Terry Laban.

Favorite character...

Jughead. He always has been.

The one person you'd like to meet...

I'd like to go shopping for clothes with Patsy Cline. I'd like to eat a lot of horrible food with Elvis. I'd like to shoot guns at telephone poles with William S. Burroughs.

Most embarrassing moment...

I bought a motorcycle and I didn't know how to ride it. I blew more money than I made in three months; money that I had saved up for rent. I tried to learn how to ride it on the way home. I hit trees! I kept falling over—once in a major intersection—and I couldn't get up!

Superpower you would most want...

I don't want one; they seem to be much more trouble than they're worth.

Favorite munchie at 2 a.m....

Pickles. I have always liked salty things.

Things you collect...

Odd cooking utensils. I've also got bits of skeletal stuff. I have a real human rib, given to me as a Christmas present. Most of it is representative, not real. But I have real bones, and I have a badger skeleton.

Favorite pastime or hobby...

Reading, but I don't have enough time to do it anymore. And, though it sounds silly, I like to lift weights. I used to laugh at guys who said that!

Favorite TV show...

X-Files.

Last good book you read...

The Hot Zone, by Richard Preston.

Last good movie you saw...

Murder in the First. It was intense and riveting, and everything the ad says it is.

If you had the power of the Beyonder...

I would try to make sure that people who created things got credit and monetary compensation. He's that stupid leisure suit-wearing guy, isn't he?

Why do you read *Wizard*?

To see what the Image guys are up to! ☆

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